

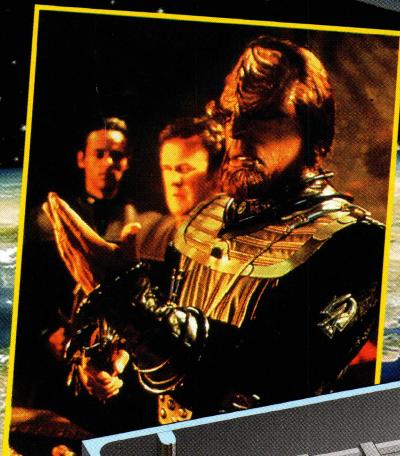
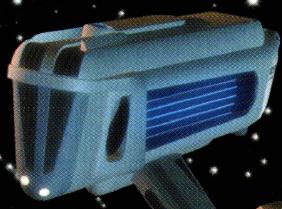
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STAR TREK®

FACT FILES 227



U.S.S. VOYAGER NCC-74656
Cargo Bay 2 - home to the Borg

The U.S.S. ENTERPRISE
Guide to the legendary starships

Vulcan Priestesses
Combining femininity and logic

Lt. Commander Worf
Rebuilding his life after Jadzia Dax

San Francisco Cetacean Institute
Home to Humpbacks George and Gracie



Teero Anaydis
Continuing the Maquis fight

ISSN 1364-3983





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STAR TREK®

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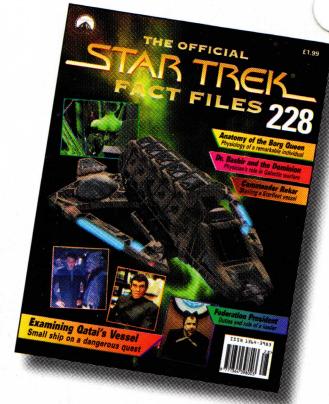
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The Guide to the STAR TREK Galaxy

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Distortion Wave

A strange distortion wave that twists the **U.S.S. Voyager NCC-74656** almost beyond recognition in 2371, is actually found to be a method of communication. The wave's passing deposits an immense amount of information into the **Starfleet** vessel's database before it departs.

'Twisted'
FILE 71
CARD 19



FILE 5 CARD 32

The Sky Spirits

Chakotay must observe a strict set of guidelines before he can meet the **Sky Spirits** of his Native American tribe in 2372.

'Tattoo'
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FILE 18 CARD 31A

The Tarkannans

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FILE 71 CARD 37

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The Doctor becomes the **U.S.S. Voyager NCC-74656**'s first contact with Starfleet in over four years in 2374.

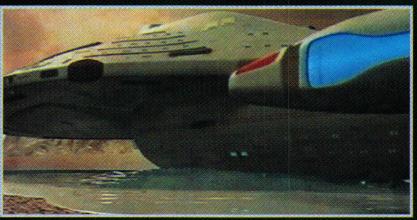
'Message in a Bottle'
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FILE 43 CARD 57B

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'Demon'
FILE 71
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FILE 18 CARD 130

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FILE 71
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FILE 1 CARD 88A

Photonic Aliens



'Bride of Chaotica'
FILE 71 CARD 103

The **Doctor** becomes the only method of communicating with **Photonic aliens** who appear aboard the *U.S.S. Voyager NCC-74656* in 2375.

FILE 18 CARD 144

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'Tinker Tenor Doctor Spy'
FILE 71 CARD 119

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'Pathfinder'
FILE 71 CARD 125

The **Midas Array** allows **Starfleet** to contact the *U.S.S. Voyager NCC-74656* every month.

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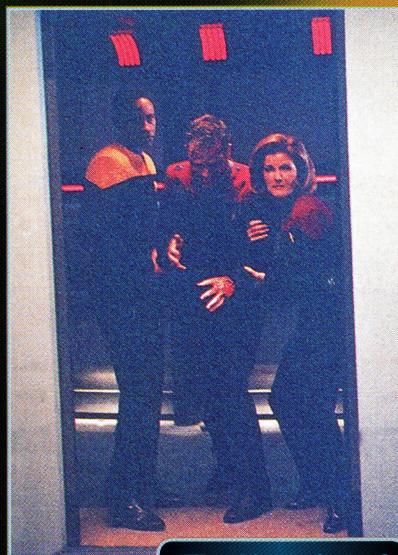
The Qomar



The **Doctor's** singing is a major influence in the **Qomar's** decision to invite the *U.S.S. Voyager NCC-74656* to their planet in 2376.

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Electromagnetic Life Form



'The Haunting of Deck Twelve'
FILE 71 CARD 140

A gaseous **electromagnetic life form** is brought aboard the *U.S.S. Voyager NCC-74656* in 2376. It makes faltering attempts to communicate with the crew by reconfiguring the ship's systems.

FILE 18 CARD 168

Reginald Barclay Hologram



Lt. Reginald Barclay creates a holographic version of himself to send to the *U.S.S. Voyager NCC-74656*.

'Inside Man'
FILE 71 CARD 146

FILE 56 CARD 6A

V'Ger

The **V'Ger** probe travels across the Galaxy to the planet Earth in 2271 in an effort to contact its creator.

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FILE 72



FILE 42 CARD 2A

Cetacean Probe



Star Trek IV:
The Voyage Home
FILE 75

The **Cetacean Probe** travels to Earth in 2286 in an attempt to contact the planet's indigenous humpback whales.

FILE 42 CARD 1

The Federation and First Contact



First Contact between humans and **Vulcans** is sealed with a handshake.

Star Trek:
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FILE 79

FILE 7 CARD 1D



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 31



THE UNITED FEDERATION
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CETACEAN INSTITUTE

In a manner unsuspected by any of its employees or visitors, this American marine research institute in the late 20th century becomes the fulcrum of Earth's destiny, when visitors from the 23rd-century appear in an attempt to save the planet.

The Maritime Cetacean Institute is located in Sausalito, near San Francisco, on the North American continent of Earth, in the late 20th century. In many ways a pioneering institution, it is both a huge commercial aquarium, with regular tours open to the general public, and a prestigious research center.

The Director of the Institute, **Bob Briggs**, is a compassionate but overworked man whose preoccupation with the needs of balancing the commercial and scholarly aspects of the Institute can lead him to be unwittingly insensitive to the feelings

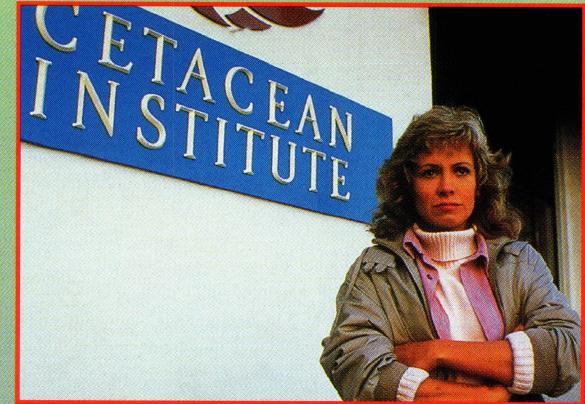
of his co-workers.

A large complex of modern white buildings, with an airy, inviting aspect, the Institute is a sufficiently popular tourist attraction as to merit its own stop on the local bus routes, and interested parties enter through the main doors to be greeted by one of the Institute's experienced guides; these are very often undergraduates or students combining tour guide work with a research assistant position, but the Institute is keen to emphasize the scientific aspect of their work as well as the showmanship of their establishment, and even the chief researchers are expected to conduct tours

periodically. Most rise to the challenge and find that they enjoy dealing with members of the public.

Place of expertise

As the only museum in the world almost entirely devoted to whales, the Institute obviously has a plethora of exhibits devoted to this misunderstood and mysterious species; the wood-paneled walls of the main entrance are covered with photographs and diagrams explaining the whales' ecological niche and habitat, and suspended from the high ceilings are a selection of life-size fiberglass replicas, showing the members of the cetacean family in detail.



► Remarkable educational experience

The Cetacean Institute seeks to educate and entertain its visitors using detailed exhibits that explore the many underwater species of Earth.



► Public tour

Guided tours of the Cetacean Institute are available for the general public. They are conducted by a member of the Institute's staff.

The tours then proceed down a corridor lined with glass display cases featuring smaller replicas and cutaway models, each

carefully captioned, before coming to the video exhibit.

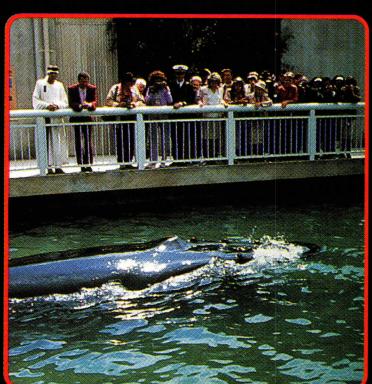
As a serious scientific concern, the Institute's policy is not merely to entertain the public with anecdotes about this aquatic species, but to increase public awareness of the urgent plight of the whale species, their ecological significance, and the imminent extinction that they face from hunting expeditions, which, despite the best-intended efforts of several nations, are still continuing.

To this end, the video exhibit takes the often-startled visitors through the history of whaling, from its earliest origins to the modern, more 'efficient' methods, which, rather than restricting hunting to renewable and sustainable culling, are bringing whales ever more rapidly and efficiently to the brink of annihilation.

THE REBIRTH OF A SPECIES

Aquatic Adam and Eve

George and Gracie agree to travel with Admiral Kirk and his crew to the 23rd century, where Earth is facing destruction from the effects of an alien space probe that is attempting to communicate with humpback whales – a species extinct in that time. After answering the probe, and averting the destruction of Earth, they begin the repopulation of their vanished species on Earth.



► Entertaining duo

The amazing sight of two humpback whales enthralls the many thousands of visitors who pass through the doors of the San Francisco Cetacean Institute.

► Proud Parents

A little-known secret is that Gracie is pregnant with a calf at the time she and George are released into the wild in 1986.



GALAXY FACTS

- The Institute's most famous residents, **George and Gracie**, weigh 45000 pounds each and consume upto two tons of shrimp each day.
- George and Gracie are named after George Burns and Gracie Allen, a famous married comedy duo of the 1930's and 1940's, popular in the movies and on radio.

This harrowing footage is followed by a short question-and-answer period, after which the tour proceeds to the Institute's prize exhibit – the world's largest open-air seawater tank. Actually an enclosed section of Sausalito Bay, this is the home to the Institute's most famous denizens, **George** and **Gracie**, two orphaned humpback whales that wandered into the bay as infants, and were raised in captivity by the Institute. A series of stairways takes the visitors to the subterranean level of the tank, where concrete pillars support the immense glass walls which allow a full view of George and Gracie. A looped recording plays whale song to demonstrate the haunting power of this mysterious refrain, believed by many scientists of the time to be a method of intelligent communication.

CARING FOR THE FUTURE

Crusading marine biologist

The attractive and vivacious **Dr. Gillian Taylor**, an assistant director of the Institute, often conducts tours personally as part of her attempt to educate the general public about the plight of whales. She supervises the care of George and Gracie for most of their lives, and becomes distraught when they have to be released back into the ocean, especially when she learns of their imminent danger from whalers. Having gained the confidence of **Admiral Kirk**, she assists in his rescue of her beloved whales, and travels with Kirk's crew to the 23rd century where she earns a post on a science vessel.



Shockling discovery

Taylor is distraught to discover that George and Gracie have been shipped to Alaska without her knowledge.

Unwanted visitor

Spock's excursion into George and Gracie's tank deeply angers Gillian Taylor.

The Guide to the STAR TREK Galaxy

FILE 7 CARD 31



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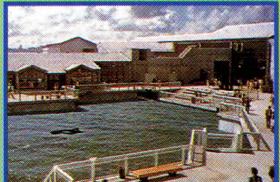


THE UNITED FEDERATION
OF PLANETS

CETACEAN INSTITUTE



Some of the video footage shown at the Institute is quite graphic in its content.



The expansive Cetacean Institute features the world's largest seawater tank.

These scientists are correct; whale song is a means of communication, and it is ironic that, while humanity has been pondering the existence of life on other planets for centuries, Earth's aquatic denizens have actually been in communication with extraterrestrial life forms for almost as long.

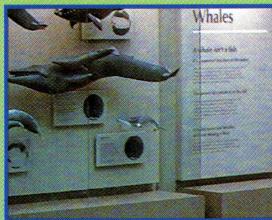
In search of whales

By the early 21st century, whales have been hunted to extinction on planet Earth, and the life forms with whom they have been in communication send a probe to investigate. By the 23rd century, this immense probe is approaching Earth, causing power to be drained from any vessels and space stations it passes, leaving them drifting and defenseless in its wake. All attempts to stop it, or to communicate with it, are fruitless. The

probe disregards human signals, listening for the song of whales; the only form of communication it recognizes. When it reaches Earth, having still received no response, it amplifies the carrier wave yet further, with catastrophic consequences for humanity.

En route to Earth, **Admiral James T. Kirk**, formerly of the **U.S.S. Enterprise NCC-1701**, and his senior staff correctly identify the probe's signals as whale song. The probe is

Dr. Taylor fears that plans to release George and Gracie into the wild will lead to their untimely death.



Admiral Kirk's hastily-constructed whale tank aboard a stolen KLINGON BIRD-OF-PREY meets with the approval of Dr. Gillian Taylor.

attempting to communicate with a species that has been extinct on Earth for almost 200 years. Realizing that the only hope for humanity lies in the past, the **Starfleet** officers perform a daring slingshot maneuver around the sun

to travel to the late 20th century, and eventually track down George and Gracie at the Institute.

The best solution

Realizing that whales raised in captivity would probably be more amenable than wild specimens, Kirk wins the confidence of **Dr. Gillian Taylor**, the Institute's Assistant Director, and – not without overcoming some hazards along the way – returns with George and Gracie to the 23rd century, where the whales answer the probe's signals and narrowly avert the destruction of Earth.

The fate of George and Gracie, and indeed of Dr. Taylor, who elects to accompany the whales to the future, will remain a mystery to the staff of the Cetacean Institute, which continues to do innovative research in the last days of the 20th century.



Caring

Dr. Taylor cares for George and Gracie with dedication and immense affection. She often talks to the whales as they swim gracefully past her in their vast sea water tank.





THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8 CARD 14



THE
VULCANS

VULCAN PRIESTESSES

Members of a philosophical order tracing its roots back to the earliest days of Vulcan civilization, the highly placed priestesses of Vulcan are the secret custodians of the Vulcan soul.

The name of the Vulcan race is synonymous throughout the known Galaxy with logic and reason, and with the relentless subjugation of all emotion to attain a higher philosophical discipline. It is taken for granted that the Vulcan species can be counted upon to react dispassionately to every conceivable situation. Yet, unknown to the majority of off-worlders, there exists a sect of philosophers and arbiters whose existence predates the rule of logic on Vulcan, and who are the living bridge between Vulcan's cerebral present civilization and its savage past.

The Time of Awakening

In ancient times, the Vulcans were a passionate, violent people, intelligent but completely ruled by their turbulent emotions.

Their civilization was torn by terrible internal conflicts, and came to the brink of extinction. One man, the philosopher Surak, saw a future for his people beyond mutual annihilation, but it required a complete change of behavior for the Vulcan race, turning from the path of emotion to the path of reason and logic. This remarkable renaissance became known as the **Time Of Awakening**, and took place more than 2000 years ago.

Individuals, however influential, are mortal; Surak, now revered as the father of Vulcan civilization, died, but his teachings lived on in the cult of philosophers known as the Vulcan priestesses or Vulcan masters, who devote themselves to helping others channel, sublimate, or, in rare cases, safely release their emotions thus enabling them to turn once again

Spock must learn from the wise teachings of the Vulcan priestesses as he attempts to complete the grueling Kolinahr ceremony in 2271.



to the path of logic.

The role of the Vulcan priestesses is shrouded in mystery; they are accorded the highest respect in Vulcan society, but are nevertheless seldom spoken of, and almost never with off-worlders. If a non-Vulcan is aware of a priestess at all, it is only in her capacity as a high-ranking official, or other such euphemism. To admit to the need for these



The attendants who are always found close to the priestesses of the planet Vulcan wear simple, flowing gowns, and elaborate headpieces. They move at a slow, controlled pace.

guardians of tradition, with the emotional connotations

of their role is deeply embarrassing to the Vulcan people, for the priestesses' importance is not merely historical or ceremonial; they coexist with mainstream Vulcan society, and are in many ways instrumental to its function.

Vulcan priestesses are almost always venerable women, of great age and wisdom, with a deceptively fragile appearance. They are elaborately robed, with

ornate headdresses or cowls covering their hair. Often having difficulty in walking, they are supported by an assistant, or carried, in a ceremonial sedan chair on the shoulders of acolytes. Their physical frailty is belied, however, by their sheer force of will, denoting their decades of rigorous preparation and training. They are seldom seen without attendants, younger persons hoping for insight and enlightenment, who can number from five to several dozen depending on the complexity of the rite involved.

Important role

It is not known by what criteria potential Vulcan priestesses are selected, how they are approached or trained, or whether it is a voluntary or coercive process, though the number of attendants usually seen with a priestess indicates that it is a highly esteemed position, and that there should logically be no shortage of volunteers. It is also clear, from the known examples, that a high degree of mental discipline is required, and a greater than

T'PAU

August Matriarch

Perhaps the best-known Vulcan female is T'Pau, whose reputation for political astuteness goes beyond the usual role of a priestess; she has been involved with Federation politics, though she has declined the offer of a seat on the Council, and is so well-respected in the Federation that a request from her has the rule of law. She officiates at the near-wedding of Spock and T'Pring in 2267, causing Captain Kirk some surprise; he had not realized Spock's family was so important as to have an official of T'Pau's stature conduct his wedding.



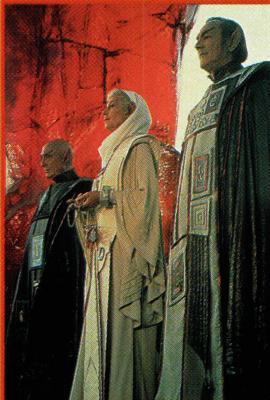
T'Pau is one of the most revered women of Vulcan society. She has garnered a reputation as something of a legend in her own right.

T'Pau presides over the ritual combat between Spock and Captain Kirk that ensues when T'Pring refuses to marry her betrothed in favor of Storn.



VULCAN FACTS

Although referred to as priestesses, the High Philosophers of Vulcan do permit males to participate in their rituals, and there is no recorded prohibition against males aspiring to priesthood.



average telepathic capacity.

One of the key roles of the Vulcan priestesses, and one of the greatest sources of embarrassment for the Vulcan population, is their role in regulating the **Pon Farr**, the seven-year mating cycle to which every Vulcan is subject during his or her adult life. Vulcans are frequently 'bonded' at the age of seven or eight, with a priestess initiating a telepathic bond between the two parties. Less than a marriage, but more than a betrothal, this bond will compel both predestined mates to rendezvous when the Pon Farr strikes. Vulcan priestesses officiate at the actual wedding ceremonies, the **Koon-ut-kal-if-fee** – an ancient Vulcan term roughly

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FILE 8 CARD 14

VULCAN PRIESTESSES

THE
VULCANS

THE
VULCANS



T'Lar's attendants carry the body of Captain Spock to the raised dais on Mount Seleya where the fal-tor-pan ceremony is performed in 2285.

The priestess present during Spock's Kolinar ritual in 2271 is attended by two male Vulcans.

translatable as "marriage or challenge."

The Koon-ut-kal-if-fee's origins date from the time when Vulcans used to fight to the death to win their mates, and in rare cases when a potential spouse deems his or her betrothed unsuitable, the challenge can still be issued. The disputed party then battles the challenging party's champion to the death with the ancient weapons of the **ahn-woon** and the **lirpa**. Violent combats to the death over a mate are anathema to the logical, conscious Vulcan mind, but the biological imperative of the Pon Farr, which causes these periodic bouts of insane desire and rage, is the price the stoic Vulcans must pay for their total repression of emotion in every other aspect of their

lives. If the challenge is met, it is the role of the priestess to ensure that all is done honorably. If dishonor or cowardice is shown her judgment can take the life of either party. Subsequent episodes of the Pon Farr are a more private matter between the spouses concerned, but it will be appreciated that in safely regulating this initial contact, the most volatile time in a Vulcan's life, the intercession of the priestesses is vital.

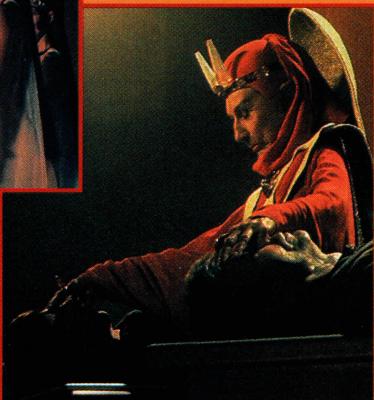
Sacred ritual

The priestesses are also instrumental in administering the discipline of **Kolinahr**, one of the most sought-after distinctions in Vulcan society. Although the popular belief is that Vulcans have no emotions, this is a misconception; Vulcans have intense emotions, but simply learn, through a lifetime of discipline and training,

T'Lar remains motionless as her attendants prepare Spock's regenerated body prior to the beginning of the fal-tor-pan ceremony.



T'Lar places herself in considerable danger when she performs the fal-tor-pan ceremony to reunite Spock's body and soul.



NCC-1701 dies in the line of duty, and, in the absence of any other Vulcans, places his katra in the mind of **Dr. Leonard H. McCoy**.

McCoy, not being Vulcan, and in any event being an unwilling, unprepared host, begins to show severe psychological damage shortly after the mind-meld, and this causes **Admiral James T. Kirk**, and Spock's father **Ambassador Sarek**, to take McCoy to Vulcan in the hope that Spock's katra can be removed from him. In an unprecedented turn of events, Spock's physical body has been regenerated by exposure to the unique biosphere of the **Genesis Planet**, where it was interred. Spock's body and, via McCoy, Spock's spirit are reunited by the **fal-tor-pan**, the ceremony of refusion, which the Vulcan priestess **T'Lar** conducts at Mount Seleya. Great danger and difficulty is involved in this rite, which could cost the lives of Spock, McCoy, and T'Lar herself, but eventually Spock is made whole again.

Despite their vital role in Vulcan society, the Vulcan priestesses remain one of its best-kept secrets; a position they maintain in order to keep their effectiveness.

MYTHICAL RITUAL

Unprecedented Achievement

Although T'Pau is the best-known Vulcan priestess, the greatest documented achievement of a priestess must be T'Lar's reunification of Spock's sundered body and soul in 2285. Although the fal-tor-pan – the ceremony of refusion – is known of, it has not been performed for centuries, and even then, only in legend. The ritual requires T'Lar to act as a living telepathic conduit between Spock and Dr. McCoy, who is carrying Spock's katra, and it also poses significant danger to the lives of the three participants. Nevertheless, the ritual ultimately proves to be successful in reuniting Spock's body and spirit.



T'Lar is one of Vulcan's most respected elders. She possesses an incredible wisdom, and a regal appearance.

FILE 34 THE KLINGON FLEET



Klingon Birds-of-Prey: Fleet Listings

I.K.S. PAGH

CAPTAIN: Hargan

The *I.K.S. Pagh* is an example of the larger *K'Vort*-class version of the **Klingon** vessel. In 2365, **Starfleet** officer **Commander William Riker** briefly serves aboard the *Pagh* as its second-in-command, as part of an officer exchange program. He is initially regarded with suspicion and contempt by the crew, but soon manages to convince them that he is every bit as tough as they are.

STARSHIP LOG: 'A MATTER OF HONOR' [TNG]



The crew of the I.K.S. PAGH gives Commander Riker a hard time, but he soon proves his worth to them.

I.K.S. SLIVAN

CAPTAIN: Unknown

The *I.K.S. Slivan* is one of the **Klingon Birds-of-Prey** that takes part in **General Martok's** plan to attack a series of starbases in **Cardassian** space toward the end of the **Dominion war**. During the attack on *Trelka V*, the *Slivan* conforms to the flight path of the *I.K.S. Ch'Tang* and the *I.K.S. Orancho*, as they descend into the planet's atmosphere and successfully launch their attack. When the vessels begin their subsequent retreat from *Trelka V*, the crew of the *Slivan* report that they have suffered a hull breach on their port quarter. Nevertheless, the damage does not adversely affect the *Slivan*'s ability to function, and it is able to engage its **cloaking device** in order to complete its escape.

STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]



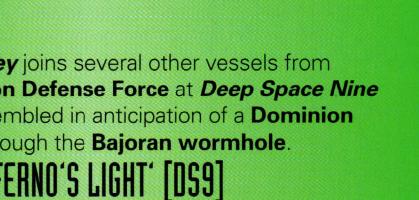
The I.K.S. SLIVAN forms part of General Martok's five vessel attack force against the Cardassian base on Trelka V in 2375.

I.K.S. Y'TEM

CAPTAIN: Unknown

This **Klingon Bird-of-Prey** joins several other vessels from **Starfleet** and the **Klingon Defense Force** at **Deep Space Nine** in 2373. The fleet is assembled in anticipation of a **Dominion** invasion fleet coming through the **Bajoran wormhole**.

STARSHIP LOG: 'BY INFERNO'S LIGHT' [DS9]



I.K.S. ROTARRAN

CAPTAIN: General Martok

When **General Martok** is assigned to the post of captain of the *I.K.S. Rotarran* during the darkest days of the **Dominion war**, the crew are demoralized and lacking in self-confidence following a string of defeats at the hands of the **Jem'Hadar**. Under Martok's leadership, and with some help from **Worf**, the crew successfully rescue the endangered crew of another **Klingon** vessel, the *B'Moth*, and go on to make a significant contribution to the defeat of the Dominion. The *Rotarran* is one of the ships that makes up the taskforce that retakes **Deep Space Nine** from the Dominion in 2374.

STARSHIP LOG: 'SOLDIERS OF THE EMPIRE' [DS9]



Under the command of General Martok, the I.K.S. ROTARRAN has an important role to play in the Dominion war.



The demoralized crew of the I.K.S. ROTARRAN dine together at a long table.

I.K.S. VORN

CAPTAIN: Unknown

Duras travels to his rendezvous with the *U.S.S. Enterprise NCC-1701-D* aboard this **Klingon Bird-of-Prey** in 2367. He is aboard the vessel when **Lt. Worf** discovers that Duras has murdered Worf's lover, **K'Ehleyr**, who has uncovered proof of his family's treachery. Duras dies aboard the *I.K.S. Vorn* at Worf's hand.

STARSHIP LOG: 'REUNION' [TNG]



The traitorous Duras is killed aboard the I.K.S. VORN by Worf, in revenge for the murder of K'Ehleyr.



Klingon Birds-of-Prey: Fleet Listings

H.M.S. BOUNTY

CAPTAIN: Admiral James T. Kirk

This *Klingon Bird-of-Prey* is commanded by **Krue** until it is stolen by the crew of the *U.S.S. Enterprise NCC-1701* at the *Genesis Planet* in 2285. The **Starfleet** officers intend to travel back to Earth, via **Vulcan**, in the craft, but events transpire that require them to make a detour through time to the late 20th century, giving the ship the distinction of being the only **Klingon** vessel that is known to have made a journey through time.

STARSHIP LOG: STAR TREK IV: THE VOYAGE HOME



The *H.M.S. BOUNTY* takes a trip to the late 20th century in order to save two whales, helping to save the Earth in 2286.



The former crew of the *U.S.S. ENTERPRISE NCC-1701* christen their *BIRD-OF-PREY* the *H.M.S. BOUNTY* during their stay on Vulcan in 2286.



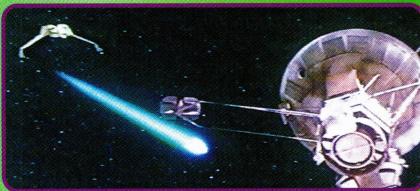
Admiral Kirk reveals his *BIRD-OF-PREY* to the crew of a 20th-century whaling ship in order to save George and Gracie from death.



UNKNOWN

CAPTAIN: KLA

This *Klingon Bird-of-Prey* is commanded by **Captain Klaa** in 2289, along with **First Officer Vixis**. The vessel responds to the hostage situation on the planet **Nimbus III**, albeit only because Klaa



Captain Klaa uses the formidable weapons of his vessel to destroy the ancient Earth probe *PIONEER 10*.

wants to engage a **Federation** vessel in battle. After failing to destroy the *U.S.S. Enterprise NCC-1701-A*, Klaa tracks the starship to the planet **Sha Ka Ree**, where, after a brief attack, his authority is overruled by **General Korrd** and he is replaced as captain by **Spock**.

STARSHIP LOG: STAR TREK V: THE FINAL FRONTIER

UNKNOWN

CAPTAINS: LURSA AND B'ETOR

The **Duras** sisters, **Lursa** and **B'Etor** command an aged **D-12**-class *Klingon Bird-of-Prey* in 2371, during their alliance with **Dr. Tolian Soran**. The **El-Aurian** scientist assists the Duras sisters in learning the shield modulation frequency of the *U.S.S. Enterprise NCC-1701-D*, allowing them to mount an attack. The *Enterprise* crew are able to use an ionic pulse to reset the *Klingon*'s cloaking device – leaving them defenseless.



The Duras sisters open fire on the *U.S.S. ENTERPRISE NCC-1701-D* in 2371, having learned its shield modulation frequency.



The *BIRD-OF-PREY* is destroyed after the *ENTERPRISE* crew reset its cloaking device.

STARSHIP LOG:

STAR TREK GENERATIONS

UNKNOWN

CAPTAIN: GENERAL CHANG

The *Klingon Bird-of-Prey*, commanded by **General Chang** in 2293, is the only vessel of its kind that can fire while cloaked. This ability is used to devastating effect when Chang conspires with **Federation** and **Romulan** personnel to disrupt the **Klingon-Federation** peace initiative. Nevertheless, the *U.S.S. Enterprise NCC-1701-A* is able to detect the vessel during conflict when a suggestion made by **Commander Uhura** leads to a successful attempt to track the *Bird-of-Prey*'s exhaust emissions.

STARSHIP LOG: STAR TREK VI: THE UNDISCOVERED COUNTRY

General Chang's prototype *KLINGON BIRD-OF-PREY* is destroyed in orbit of *Khitomer* in 2293.



UNKNOWN

CAPTAINS: Unknown

In 2366, the *U.S.S. Enterprise NCC-1701-D* enters the **Neutral Zone** to investigate the possibility of a **Romulan** invasion force assembling at **Nelvana III**. The **Starfleet** crew are well aware that they may be heading into a trap, so **Captain Jean-Luc Picard** arranges for some assistance; when the information does indeed prove to be false, and the *Enterprise* is surrounded by three **Romulan Warbirds**, an equal number of *Klingon Birds-of-Prey* decloak, ready to attack.



The *U.S.S. ENTERPRISE NCC-1701-D* is protected by the appearance of three *KLINGON BIRDS-OF-PREY* after it enters the Neutral Zone in 2366.

STARSHIP LOG: 'THE DEFECTOR' (TNG)



Worf: Life After Jadzia Dax

The loss of Jadzia Dax is one of the hardest struggles that the Klingon warrior Lt. Commander Worf must face. He comes to terms with the death of his wife by honoring her memory, and accepting that in some ways she lives on in Ezri Dax.

Most Klingon warriors are as passionate about their mates as they are about honor and glory. **Jadzia Dax**

becomes the true focus of Lt. Commander Worf's life when they marry in 2374, and he devotes his heart to the spirited **Trill**. Their marriage is an unlikely but strong match, and they make plans to have a child.

These hopes are dashed just nine months into their union, when Jadzia is killed by a **Pah-wraith** in the **Bajoran** temple on **Deep Space Nine**. Worf hears the news of her mortal injury in the aftermath of a key turning point in the **Dominion war** – the taking of the **Chin'toka System**.

He manages to make it to his wife's bedside to witness her dying moments, and he lets out a bloodcurdling scream of anguish and rage when she takes her final breath.

It is as though the Klingon's life has been

snuffed out; he withdraws into himself as a dark cloud of anguish descends upon him. He keeps a photo of himself and Jadzia by his bed in the quarters they shared, and he often spends his nights gazing at it, unable to sleep.

Lost in grief

Worf's grieving is done privately, despite the efforts of his friends aboard *Deep Space Nine* to rally around and bring him out of himself. **Chief Miles O'Brien** takes the tack of reminding him of happier times, such as their tour of duty together aboard the **U.S.S. Enterprise NCC-1701-D**, but Worf remains inconsolable.

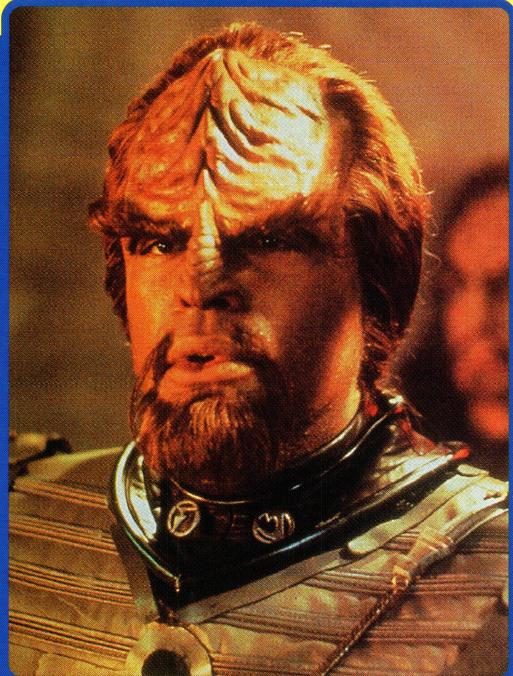
Part of the Klingon's anxiety is due to what he sees as the uncertain fate of Jadzia's spirit. She was made part of the **House of Martok** when they married, so she is a Klingon warrior in his eyes. Worf is tortured by the idea that his beloved may have been denied a place in **Sto-Vo-Kor**, the

PROFILE OF A WIDOWER

2374: Jadzia Dax is murdered by the Pah-wraith possessed Dukat after less than a year of marriage.

2375: Worf undertakes a dangerous mission in Dominion space, along with some of Jadzia's closest friends, in order to ensure her a place among the honored Klingon dead in Sto-Vo-Kor. He must also deal with the Dax symbiont returning to *Deep Space Nine* in the body of Ezri Tigan.

► Worf's sole aim at the beginning of 2375 is to ensure that Jadzia Dax can enter Sto-Vo-Kor.



Klingon heaven because she never ate the heart of one of her enemies, and did not die in a glorious battle.

He resolves to win a great battle in Jadzia's name to ensure her entry,

but the convoy duties to which he is assigned afford him little opportunity; he laments the fact that the conflict has ground to a halt in the months following Jadzia's death.

A glorious battle

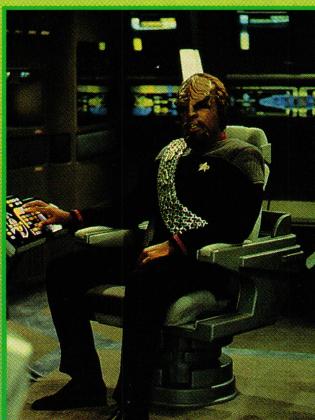
Worf is thus greatly cheered by the proposal by **General Martok** – who understands his fellow Klingon's deep suffering – to mount a daring mission to destroy the **Dominion** shipyards at **Monac III**. Worf dedicates the battle to Jadzia, and they seal the pact with their blood.

Worf wants the glorious victory to be his own gift to

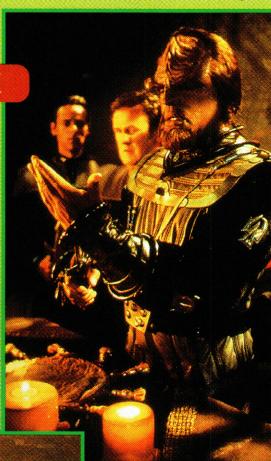
his late wife, as he believes no one is worthy of her, or could understand the kind of woman she was. He comes to appreciate Jadzia's friends desire to honor her, however, and he eventually welcomes the regard shown by O'Brien, **Dr. Julian Bashir**, and the **Ferengi** barkeep **Quark** when they join the mission.

The bold attack is a brilliant success, and a little of Worf's intense grief appears to be cleansed by the fireball that engulfs the shipyards. His victorious chant commands Sto-Vo-Kor to open its gates and welcome for all eternity the honored warrior Jadzia Dax.

IN MEMORY OF JADZIA DAX



★ **In command**
Worf finds that convoy duty offers him little chance of commemorating Jadzia in battle.



★ **Blood Brothers**
Worf dedicates the forthcoming battle, and the lives of his crew to the memory of his beloved Jadzia.



★ **In battle**
Worf allows some of Jadzia's closest friends, including the Ferengi, Quark, to join the mission that will allow her to enter Sto-Vo-Kor.



★ **Dangerous mission**
General Martok realizes that Worf's all-encompassing grief can only be alleviated by undertaking a mission in Jadzia's honor.



Worf: Life After Jadzia Dax

– and for the first time in a long while the Klingon smiles.

Other challenges face Worf in his long journey to come to terms with his loss. Chief among these is the arrival in early 2375 of **Ezri**, the replacement host for the Dax symbiont. Worf cannot accept the new Trill or reconcile her presence with his loss; he cannot even bear



Uncertain meeting

Worf finds his initial meetings with Ezri difficult, as she carries the memories of his dead wife.



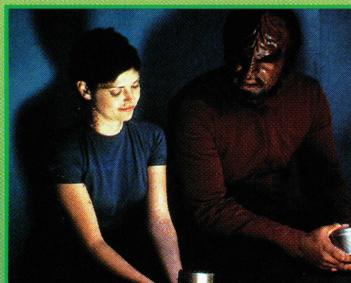
New battles ahead

Worf continues to dedicate himself to fighting the Dominion after Jadzia's death.



Back on duty

Worf takes little time off after Jadzia's death, and quickly resumes his official duties.



Stranded

Worf and Ezri develop feelings for each other, along with a fair amount of lust.

to be in the same room as Ezri, and avoids any situation in which they might meet.

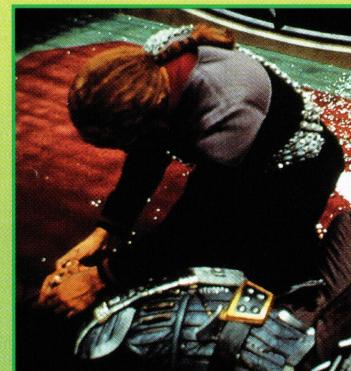
He is nevertheless very proprietor of the new Dax. He witnesses what he believes is the spark of a relationship between her and Julian Bashir, and he aggressively warns the doctor not to pursue a romantic engagement. Ezri is not Jadzia, and Worf believes that acting as if she is dishonors Jadzia's memory.

Inner conflict

Dax's new host throws Worf into emotional turmoil. He cannot fathom how to dignify the memory of the woman he loves when she is not really dead. Part of him is glad to know Jadzia is not gone forever, but he almost wishes she was as the burden would be a simpler one to bear.

Ezri, for her part, does not want to put Worf through any more heartache than he has already experienced. She knows he is in pain through the strong emotional bond she still feels with him. She resolves to accept a post off the station, but the Klingon conquers his confusion and asks her to stay.

He has come to realize that treating Ezri as a stranger is more of a dishonor to Jadzia than accepting that she carries part of his wife within her. He knows that it will take a long time for him to get over all that has happened – but the fact that he can recognize this



New beginning

Worf kills Chancellor Gowron in 2375, an event that leads to a fresh direction in his life.

Realization

Worf eventually comes to realize that Ezri Dax is more than simply his beloved Jadzia resurrected.



is his first major step.

A further turning point comes when the pair are marooned behind enemy lines, and must face their conflicted feelings. There is a clear attraction, but Worf realizes that he is confusing his feelings for Jadzia with feelings for Ezri.

He tries to make himself believe that he loves Ezri, but he cannot ignore the fact that he does not feel the same way as he did for Jadzia. He simply acts on a physical impulse when he allows himself to see in Ezri something of his beloved Jadzia.

The pair resolve to be friends with the last of their emotional baggage worked through. Worf's pain is finally put in some perspective, and his healing is able to begin.

Life begins again

Worf begins to rebuild his life with the aid of his friends on DEEP SPACE NINE. He even takes part in a holodeck baseball match.

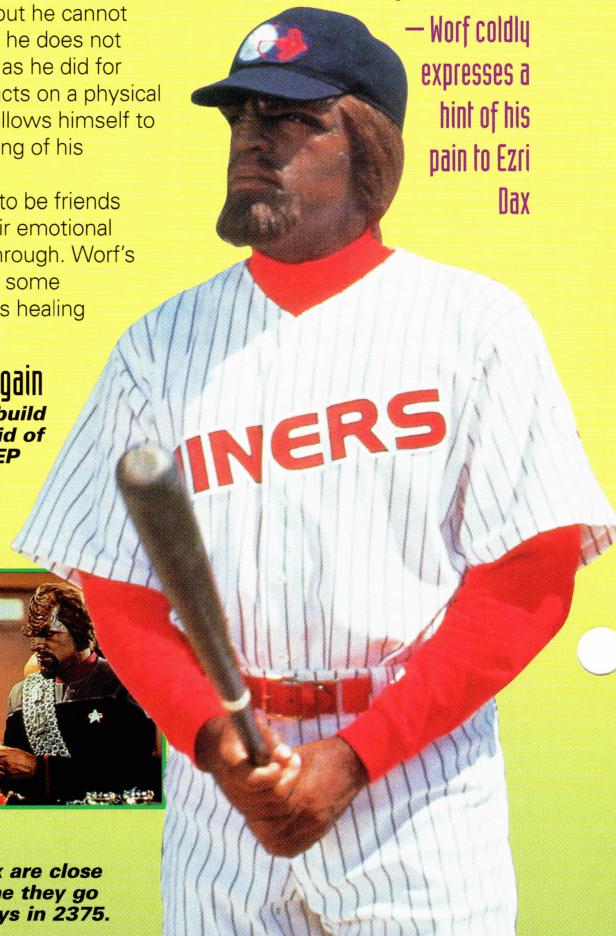


Reconciled

Worf and Ezri Dax are close friends by the time they go their separate ways in 2375.

"Jadzia died and went to Sto-Vo-Hor. I do not know you – nor do I wish to know you"

– Worf coldly expresses a hint of his pain to Ezri Dax



TIME WITH VIC

Venting his anger

The change in Worf's behavior following Jadzia's death is very noticeable. He snaps at friends and junior officers alike, and refuses to cut people any slack. He also takes to visiting the Vic Fontaine holosuite program and requesting that the entertainer sing the Frank Sinatra classic 'All The Way.' It is actually less of a request and more of a demand.

This was Jadzia's favorite song, and Worf is able to lose himself in it. It brings his wife back to his mind, and he bursts into a sudden rage at the continuing realization that she is gone. He destroys a table with a single blow, then proceeds to wreck Vic's establishment in a frenzy. This provides one of the Klingon's few releases for the terrible pent-up frustration and anguish brewing inside him.



Calm before the storm

Worf listens to Vic Fontaine's rendition of 'All the Way' before he takes to destroying the furniture in the lounge out of frustration.



FILE 43 STARFLEET PERSONNEL

Dr. Dalen Quaice

Dr. Dalen Quaice devotes his career in Starfleet to helping the sick and needy. He becomes the focus, however, of an intriguing mystery aboard the *U.S.S. Enterprise NCC-1701-D* on the eve of his retirement.

There comes a time in every person's life when they feel the need to retire and pass their twilight years peacefully. This time arrives for **Dr. Dalen Quaice** in 2367, following the death of his beloved wife.

Quaice grew up on the planet **Kenda II**. He proposed to a woman named **Patricia** while still a young man, and they went on to share a supremely happy marriage. They spent a life time together doing, as Quaice describes it, "all the things [they'd] ever dreamed. And more."

Quaice's career as a **Starfleet** doctor required him to take up postings in various locations throughout the **Alpha Quadrant**. He spent some time as an intern on **Delos IV** in 2352, and ended up on **Starbase 133** nine years later. This would be his final posting before retirement in 2367. Not much is known of Patricia's career, but

whatever time they may have spent apart during their married life, she was able to join him on the starbase.

Bereaved

They spent the next few years blissfully happy, but Patricia's death following a long illness, robbed Quaice of his lifetime partner and much of his enthusiasm for life. His cherished wife's passing is not a surprise, however, and he comes to be very philosophical when the period of terrible grief comes to an end. He prefers to concentrate on the myriad joyful memories he has left, and he is able to talk easily of Patricia's illness.

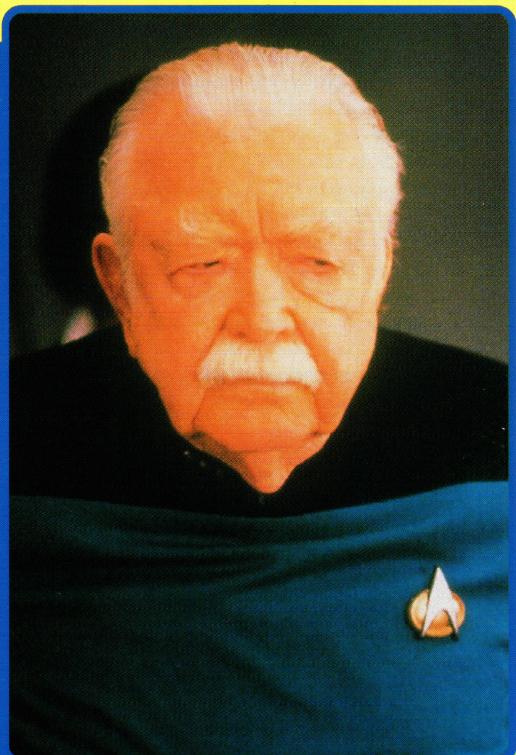
Nevertheless, Quaice feels that he cannot continue to work in the office that he has used for six years, and sleep in the same bed that he shared with his wife until the end. He finds the absence of his soul mate in such a familiar

PROFILE OF A MENTOR**NAME:** Dalen Quaice**POSITION:** Doctor**LIFE FORM:** Human male**STATUS:** Retired from active duty.

REMARKS: Friend and mentor to Dr. Beverly Crusher, Dr. Dalen Quaice resigns his commission from *Starbase 133* and returns home to Kenda II following the death of his beloved wife, Patricia.

FIRST SEEN: 'Remember Me' [TNG]

► Dr. Dalen Quaice first met Beverly Crusher when she enrolled for an internship on Delos IV as part of her medical studies. They soon came to view each other as close friends.



situation too distracting, and so he decides to give up his post and return home to Kenda II.

Dr. Beverly Crusher, now the chief medical officer aboard the *U.S.S. Enterprise NCC-1701-D*, interned with Quaice on Delos IV, and she describes her fellow doctor as a mentor and dear friend. She happily arranges

passage for him to Kenda II when the **Federation** flagship docks at *Starbase 133* for scheduled crew rotation. Dr. Quaice feels it is very kind of **Captain Jean-Luc Picard** to allow him to "hitch a ride."

More than a teacher

Crusher greets her old friend warmly at the **transporter** pad, hugging him and leading him gently through the ship's corridors with a supportive arm, while Quaice returns her affection with a hug and a gentle pat on the back. Their relationship smacks of a father-daughter bond.

Quaice travels very lightly. He brings only one small hand case with him when he beams aboard at 1600 hours, indicating that

OLD FRIENDS REUNITED**★ Mutual loss**

Dr. Beverly Crusher finds it easy to empathize with Dr. Dalen Quaice's recent bereavement, having lost her husband Jack, who was killed during an away mission in 2354.

**★ Student and Friend**

Beverly is clearly more than just a student of Quaice, and he more than a teacher. They are as close to one another as father and daughter.

**★ Greetings**

Dr. Beverly Crusher meets with her old friend and mentor when the *U.S.S. ENTERPRISE NCC-1701-D* docks at *STARBASE 133* for a crew rotation.



Dr. Dalen Quaice

"I'm sorry. There's no need to load all this emotional baggage on you. I usually travel light"

— Dr. Dalen Quaice makes light of his reflections on life

his belongings are traveling separately or may already have been transported aboard. He is assigned the visitors' quarters usually reserved for dignitaries on Deck 8.

He is a very elderly man by this time. The years have rounded his figure and turned his hair a snowy white. He sports a tidy moustache to complement his bushy eyebrows. He is quite frail and walks a little unsteadily, but he still looks dignified in his blue Starfleet uniform. He modestly replies, when told he looks wonderful, that he can live with that particular lie.

Quaice naturally has cause to reflect a great deal on his life and the truths of existence as he



★ Solitary officer

Gradually the crew complement of the ENTERPRISE is seemingly whittled down to just one member
— Dr. Beverly Crusher.

embarks on his journey home. He describes one of the worst things about growing old as being the loss of so many long-standing friends and loved ones, and the realization that one does not take the time to appreciate them while they are alive.

Missing doctors

The old man professes at one point that he is not sure he is making any sense, but his contemplation resonates strongly with those closest to him. Crusher is one of those people. The loss of her own husband, **Jack**, gives her an empathy with her old friend's frame of mind. His musings lead her to go and watch her son, **Wesley**, at work — but they also have a far greater effect than the elderly doctor could have imagined.

Dr. Quaice triggers something of a mystery aboard the *Enterprise*. He plans a breakfast date with Crusher the morning after they depart from *Starbase 133*, when he has had a chance to sleep and settle in. His quarters are vacant when Crusher calls, however, and the main computer confirms that he is not aboard the starship.

The possibility exists that he may have returned to the starbase for

some reason without letting anyone know, but Crusher is frantic for her old friend. She believes that he may have fallen and damaged his combadge, preventing the computer from pinpointing his location. The worst-case scenario, which she fears the most, is that he may actually have passed away.

Shrinking universe

The *Enterprise* crew mount a full search. **Lt. Worf**, the chief of security, puts teams to work manually scouring each deck, while **Lt. Commander Data** conducts a sensor sweep of the entire ship. Neither effort turns up any sign of the venerable doctor.

The answer to the mystery appears to lie in one of Wesley Crusher's experiments with Starfleet specialist **Kosinski**'s warp field equations. The ensign creates a static warp field inside the warp drive that cannot be sustained and 'flares' mysteriously. It is feared that Quaice has been caught in the bubble, which accounts for his mysterious disappearance.

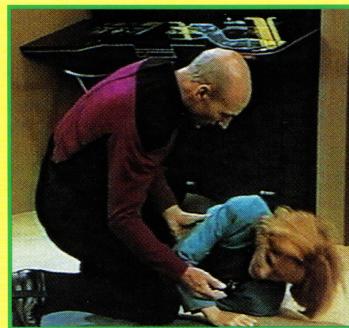
The truth is that Beverly Crusher is the one caught in the bubble. Quaice's ruminations on the loss of loved ones occupy her thoughts at the precise moment the warp field flares, placing her in a mini-universe of her own making in which her friends and loved ones seem to disappear one by one. Quaice is the first 'casualty.'

Crusher is eventually rescued



★ Beyond equations

Wesley and the mysterious Traveler attempt to create a stable gateway by channeling transcendental thought energies.



★ Dramatic escape

Beverly manages to leave the static warp bubble by jumping through the threshold situated in Main Engineering.

from the collapsing warp bubble. She is delighted to discover that Dalen Quaice is alive and well in the real world, and on the way to beginning his well-earned retirement. The elderly doctor is doubtless bemused by the situation that he inadvertently inspired, but one cherished friend has at least been returned to him.

A QUESTION OF SANITY

Beverly's predicament challenges reason

Beverly Crusher's feelings of loss inspired by her meeting with Dr. Quaice have an unexpected side effect when she is trapped inside a warp bubble, which personifies her fears of losing friends into a living reality. Her suspicions are first aroused when crew members, starting with her friend Dr. Quaice, begin to disappear on board, and any records of them seem to have vanished from the *Enterprise*'s database and the crew's

memories. Beverly petitions the captain and an investigation is launched. The Chief Medical Officer attempts to find physiological aberrations with the crew, but when this is frustrated she is left to question her own sanity.



★ Picard's persistence

Captain Picard is willing to explore every possibility in order to discover the whereabouts of Beverly Crusher's missing friend.

★ Disappearing crew

Beverly learns from Data that the full crew complement has been diminished by over 900 personnel.



Medical exam

Transporter Chief O'Brien receives a full medical when he fails to recall transporting Dr. Quaice from Starbase 133, but he proves to be perfectly healthy.



Teero Anaydis

The renegade group known as the Maquis operate outside the bounds of the United Federation of Planets, and their most potent weapon is their dedicated personnel. One such member is **Teero Anaydis**, who is intent on continuing their terrorist activities.

Teero Anaydis is a Bajoran terrorist, who acts under the aegis of the rebel faction known as the **Maquis**. By the year 2373, the Maquis has apparently been subsumed by the **Dominion**, and differences between ex-Maquis members and their **Starfleet** counterparts have ostensibly been forgotten. Teero resurfaces the old conflict in 2377, however, with a series of assaults on the crew of the **U.S.S. Voyager NCC-74656** that reopen the possibilities of a Starfleet/Maquis division in the process.

In appearance, Teero does not differ markedly from the majority of Bajorans. As the only organized group to which he professes any affiliation, the Maquis makes a point of disregarding formal uniform regulations and he does not have any distinctive mode of dress, but appears in common Bajoran civilian wear, mainly

brown and gray in color. Physically, he is similarly undistinguished, being a male of around 40 years of age, stocky, with the slicked-back hairstyle common to Bajoran males, and sporting the traditional, large earring.

Power of the mind

Teero conducts his assault on *Voyager*'s crew by means of a carefully engineered mind-control process, which he exacts upon **Lt. Commander Tuvok**. Tuvok encountered the Bajoran while he was on a reconnaissance trip near the area known as the **Badlands**, where Teero was practising as a **vedek**. The Bajoran was interested in **Vulcan** culture, but, although this is all that Tuvok recalls for many years, he later reveals to **Captain Kathryn Janeway** that Teero conducted some mind-control experiments on him.

Teero then sends Tuvok a subliminal message hidden in a letter from Tuvok's son,

PROFILE ON TEERO ANAYDIS

NAME: Teero Anaydis

LIFE FORM: Bajoran male

OCCUPATION: Teero was once part of Maquis intelligence, and, in 2370, he was working as a vedek on a Bajoran colony near the Badlands.

REMARKS: Teero developed a mind-control technique that he applied to Tuvok in 2370. He uses this to gain control of the Vulcan in 2377, even when they are separated by a distance of 35000 light years.

FIRST SEEN: 'Repression' [VOY]



▲ **Teero Anaydis is a fairly nondescript individual. Nevertheless, his devotion to the Maquis cause must still be viewed as a considerable threat.**

which is modulated to stimulate only Vulcan synaptic frequencies. Having implanted this information in Tuvok's brain, Teero is then able to instigate a number of attacks on ex-Maquis officers aboard the ship.

As chief of security, Tuvok heads the investigation, but naturally his initial suspects do not include himself, and it is some time before he thinks to turn the finger of doubt on himself.

Chakotay, as an ex-Maquis himself, is familiar

with Teero, and identifies him as a fanatic who is willing to go to any lengths to further the Maquis cause. Teero sees Chakotay and the others who defected to Starfleet as traitors, and vows to fight on his own if necessary. His use of Tuvok proves his highly untrustworthy nature, as does his

★ Haunting past

The sight of Teero's face on a PADD allows Tuvok to recall his first meeting with the Bajoran in 2370. His memories are still somewhat hazy, however.

THE REBIRTH OF THE MAQUIS



★ Plotting an uprising

Teero surrounds himself with as much information about the U.S.S. VOYAGER NCC-74656 as possible, as he engineers a revolt aboard the distant vessel.

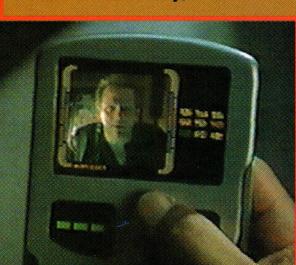
★ Hidden attacker

The Maquis crew members aboard the U.S.S. VOYAGER are subjected to attacks by an unseen assailant.



★ First victim

Ensign Tabor is discovered unconscious by Tom Paris and B'Elanna Torres in their movie theater holoprogram.



Teero Anaydis



★ Recollection

The recollection of Tuvok's encounter with Teero makes the Vulcan see the Bajoran aboard VOYAGER.

**"... This is a holy time
... The time of
awakening." — Teero Anaydis**

willingness to manipulate friendships to his own ends. The manner in which he exhorts Tuvok to continue with his mission shows a deep intensity to his mindset, one that takes him over the line into psychopathy. Nevertheless, he has a keen intelligence, and his analysis of Tuvok as "two different men," one controlled and logical, the other repressed and filled with tumultuous emotion, is precise. As he says himself, Teero is a "student of the mind."

Remarkable outcome

All the ex-Maquis members of Voyager's crew recover from the comatose state that Tuvok's attacks induce, and seem to suffer no effects other than those that might be produced by a prolonged period of deep sleep. Nevertheless,

★ Maquis mutiny

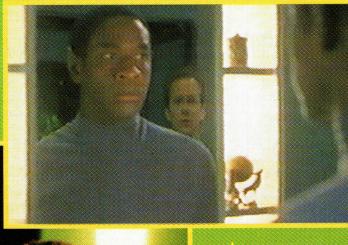
Teero is able to initiate a rebellion aboard the U.S.S. VOYAGER after Tuvok becomes a pawn in Teero's nefarious plan.



Tuvok confines himself to the brig, and continues to wrestle with the entity that is attempting to claim control of his mental faculties.

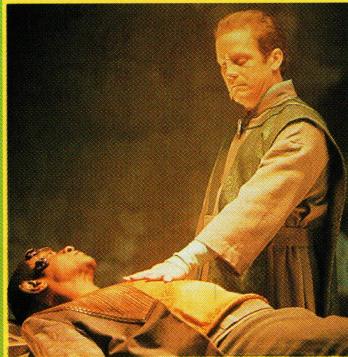
Tuvok sees the figure of Teero, whom Chakotay has also revealed to be a Bajoran vedek who worked in the Maquis' Intelligence unit, but who was thrown out as a result of his experimentation with mind control as a means of recruiting agents for the illicit organization. Tuvok continually repeats a Bajoran incantation concerning devotion to instinctive justice and natural lore, and finds that Teero's voice competes with that of Janeway for control of the Vulcan's loyalty and obedience. Teero urges Tuvok to "resist his doubts" and to "continue with his mission," but the Vulcan brings forth all his training and experience to fight the Bajoran's attempts to harness the violent side of his psyche.

The other Starfleet officers watch as Tuvok struggles with the



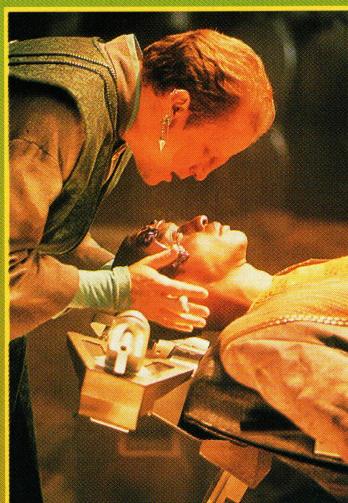
★ Voices

Tuvok is disturbed to find that Teero's image becomes prominent in his mind.



★ Experimentation

Tuvok can recall Teero strapping him to a surgical chair and subjecting him to his mind-control procedure.



Captain's execution

Chakotay chooses to test Tuvok's loyalty to the Maquis by handing him a phaser and inviting him to execute Captain Kathryn Janeway. Tuvok appears to comply, but the phaser is defective; this is obviously a part of the plan, as Chakotay informs Tuvok that he has passed the test. However, once the other officers have left the pair alone, Tuvok initiates a mind-meld with Chakotay, breaking Teero's control. Chakotay is then able to help him restore the proper chain of command to the vessel.

The Bajoran is obviously deeply disturbed, but the force of his personality and the deep conviction of his beliefs also serve as a reminder to the Starfleet crew of the passion that fueled the Maquis movement. What had driven those rebels in the past was a desire for change in Starfleet policy, and although the Maquis may be finished as a movement, Teero Anaydis represents the power of ideological opposition that may well up and overflow at any time. It is only to be hoped that these attacks are met with resistance as resolute as that put up by Tuvok, and that Starfleet weaknesses are less easily exploited in the future.

FOSTERING DISTRUST

Schism in the crew

The incident with the Bajoran terrorist Teero Anaydis brings to light the fact that there are still strong tensions underlying the alliance between the Maquis and the Starfleet crew aboard the U.S.S. Voyager NCC-74656. Tuvok's reluctance to abandon suspicion (the Vulcan has in the past been known to engineer holodeck programs in order to provide training for the eventuality of a Maquis revolt) has led to him becoming a figure of distrust among the ex-Maquis members.

Some of the Maquis' members even suggest that Starfleet has, on learning that one quarter of the ship's crew is now Maquis following the re-establishment of datastream contact, instructed Captain Janeway to neutralize the Maquis before returning. It does not take a great deal of disturbance to cause the former members of the rebel organization to band together, and for the crew to become divided into two factions once more, each suspecting the other of persecution.



 The Maquis crew members aboard the U.S.S. VOYAGER NCC-74656 begin to suspect that they may be the subject of a secret Starfleet plot to subdue them.



★ Innocent letter

Seven of Nine reviews a letter from Tuvok's son, Sek, aware that it may expose Teero.



★ Embedded transmission

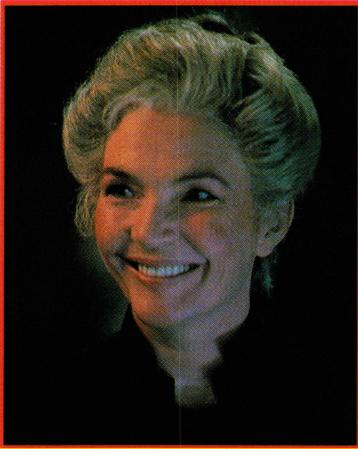
Seven discovers a subliminal message from Teero contained within Sek's letter to his father.



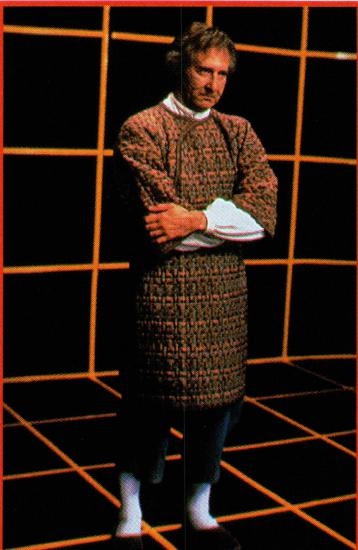
Holographic Communications Systems

The development of sophisticated holographic technologies herald the use of three-dimensional communications systems — although these are yet to enter full service in Starfleet.

Ine of the most important areas of technological development vital to space traveling races is that of communication, either audio, visual, or a mixture of both. The **United Federation of Planets** would not be able to function without its extensive **subspace communications network** that allows member races, **Starfleet**, and civilian vessels to keep in constant touch with each other, and exchange data and information for use by the rest of the network. The majority of



▲ Dr. Juliana Tainer is unaware that a tiny holographic information module is contained within her android body.



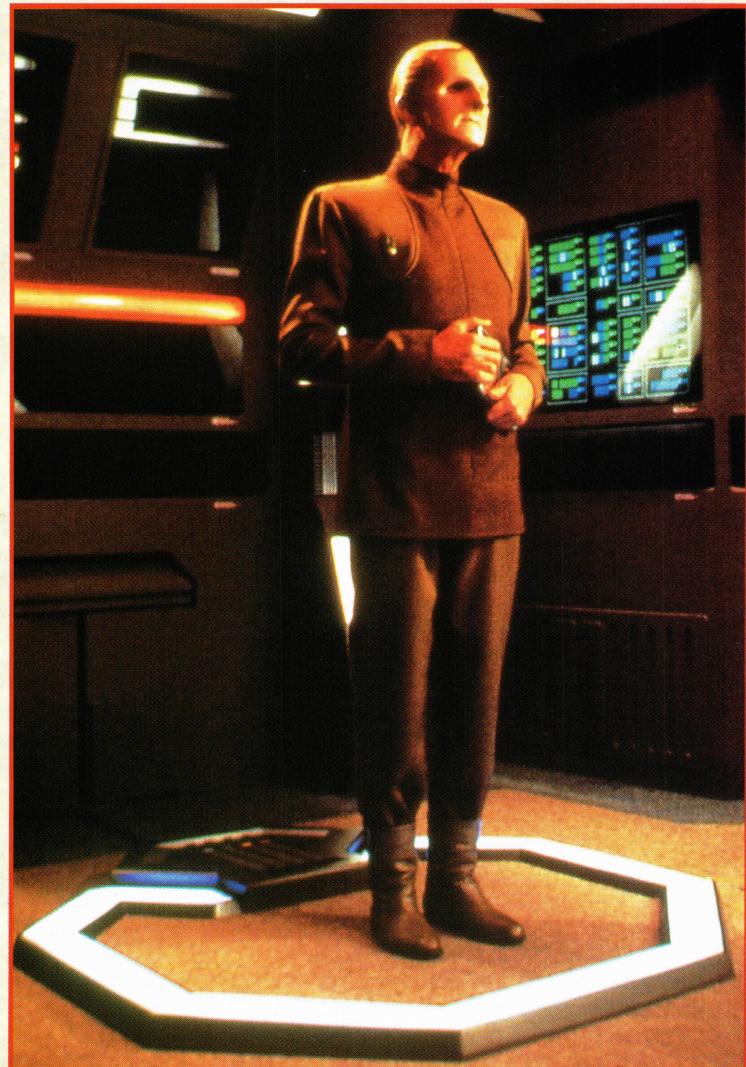
species throughout the Galaxy utilize some variation on this system, and tend to employ two dimensional viewing screens with a broadcast and reception ability for both sound and vision, but despite the significant advances in **holotechnology** since the mid 2360's, the use of holographic three dimensional communications by Starfleet and other races remains somewhat limited.

Fledgling technology

The reason for the lack of development in three dimensional communication systems that project the real time image of an individual is not clear, although they may share, and be more prone to manipulation through **holofilters**, having the ability to completely alter the appearance, and even broadcast the location of an individual. Employed by a number of **Alpha Quadrant** races from 2371 onward, holofilters are used extremely effectively on normal two-dimensional screens, so their adaptation for holographic communications could also leave them open to abuse. Recordable forms of holographic images are one of the most widely used technologies within the United Federation of Planets for commercial, scientific, and personal use, and date back to the early work of **Dr. Noonien Soong** who records a message on a tiny **holographic information module** regarding the android replacement for his partner **Dr. Juliana Tainer**. Implanting the device in her cranial cavity, the message implores anyone finding it not to disclose the fact that Dr. Tainer is an android replica of the original as she believes herself to be human, and has no recollection of Soong's transplantation of her memories and personality.

Recordable three-dimensional technologies are widespread within

▲ Dr. Noonien Soong places an incredibly detailed holographic message of himself within the android body of Dr. Juliana Tainer.



▲ The holographic communications unit used aboard the U.S.S. DEFENDANT NX-74205 in 2373 takes the form of an octagonal device on the floor.

▲ When activated, the device glows blue, and can accurately render an individual, even down to the smallest detail.

holosuites and **holodecks**, and are an accepted and vital part of the 24th-century leisure market. Starfleet's first implementation of real time holocommunication is featured in the additional development carried out by **Chief Miles O'Brien** on the prototype **Defiant**-class warship, the **U.S.S. Defiant NX-74205** in 2373, during its assignment to **Deep Space Nine**. This experimental system is installed for intership communication between Starfleet vessels, and is



first tested by **Captain Benjamin Sisko** in a communication to **Captain Sanders** of the **Excelsior**-class **U.S.S. Malinche NCC-38997** on **Stardate 50485.2**, during the pursuit of the former Starfleet officer, **Michael Eddington**. The holographic projection system is mounted on the floor directly behind the captain's chair at the rear of the **Defiant**'s bridge, replacing the narrow workbench that is previously



Holographic Communications Systems



► **Rear Admiral Bennett** uses a **holographic communicator** to preside over a case involving Dr. Bashir's genetic enhancements.

► **Michael Eddington** appears on the bridge of the **DEFIANT** after the Maquis acquire the necessary technology.

located in this area, directly below the small master control display. Communication is started by a verbal command from the captain, requesting a channel to be opened in exactly the same way as normal two-dimensional subspace communication would be initiated. Swiveling his chair to face the projection system, Sisko is then able to engage in audio communication with a life-sized representation of Captain Sanders whose position is relative to the broadcast unit based aboard the *Malinche*.

Non-descript appearance

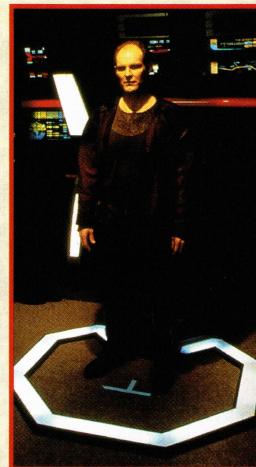
The system is relatively simple, comprising a projection area defined by a series of light gray connected angled strips forming an area around one and a half meters at its widest point. The rear of the unit has an integrated dark gray plate connected to the framework that glows blue when communication commences, and is accompanied by an electronic sound. Captain Sanders' controls would appear to be wall-mounted, as he is manipulating an unseen system while standing and talking to Captain Sisko, whose projected image appears to be sitting when viewed from the *Malinche*'s bridge. The projected image appears as solid as any holographic character. When the communication is broken, the image quickly disappears and the electronic sound winds down as the projector unit on the floor deactivates. The two parties have little room for movement during their communication, but the disconcertingly real image is highly effective and the system appears to work well – although the security of the system is questionable as Michael Eddington is not only able to procure a **holocommunicator**, but can also initiate a communication with Captain Sisko without any permission. The holotransmission appears to be

very resilient, and is impervious to exterior interference such as weapons fire. It also has the ability to simultaneously transfer files to another vessel's computer while transmitting its image.

A far more sophisticated variation of holotransmission technology is regularly used by **Kurros** on behalf of his alien 'think tank' cooperative as they move around the **Delta Quadrant** in search of new challenges and rewards in 2375. Their highly advanced **isomorphic projection technology** is first encountered by **Captain Kathryn Janeway** when Kurros offers his help with the threat posed by the **Hasari**, illustrating the potential of holocommunication by his projected presence aboard the **U.S.S. Voyager NCC-74656**. The isomorphic projection system allows Kurros to experience an environment as if he is actually there, allowing him to sit on furniture, and even manipulate objects from his transmission location within the 'think tank' **Vessel**, such as sampling the taste of liquids. The projection system also allows Kurros to disable intraship communications systems aboard the **Intrepid**-class vessel, and neither the transmission nor the isomorphic image is detectable by either Starfleet or Hasari sensors.

Altered look

The isomorphic technology also allows Kurros to alter his appearance into any form, such as a **Malon**, during his visits to the Hasari. This system appears to place no limitation on the movements of Kurros within *Voyager* – unlike the Starfleet holocommunicators – and allows him to engage in close interpersonal communication with potential clients. Once



► **Kurros**, the spokesman for the 'think tank' utilizes **isomorphic projection technology** to allow him to appear aboard the **U.S.S. VOYAGER NCC-74656** in 2375.



► **The vast network of HIROGEN RELAY STATIONS** allows the Doctor's **holographic program** to be returned to the **Alpha Quadrant** in 2374.



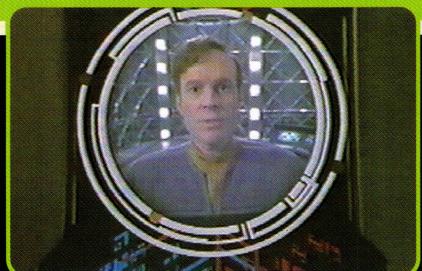
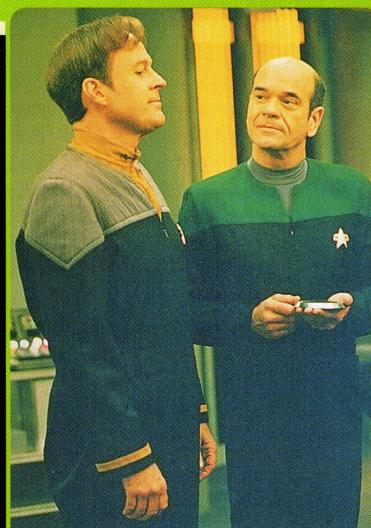
► **The Doctor** is returned to the **Alpha Quadrant** again in 2376 in order to help his ailing creator. The process involves compressing his complex datastream.

the purpose of the communication has been completed, the projection is quickly terminated and the figure of Kurros disappears, although the isomorphic projection can be blocked and cut off by remodulating the shields of *Voyager* to a phase variant frequency.

INTERCEPTED CALL

Trouble with communications

The development of holographic communications systems reaches a new pinnacle in 2377 with Lt. Reginald Barclay's creation of a holographic replica of himself. Barclay intends to forward this hologram to the **U.S.S. Voyager NCC-74656**, instead of the regular monthly communications, in an effort to ease the vessel's long journey home. Nevertheless, Barclay's good intentions almost prove to be the undoing of *Voyager*'s crew; the holographic datastream is intercepted by the crew of a Ferengi vessel, who reprogram the hologram, giving it new mission parameters that involve returning the Federation starship to the Alpha Quadrant at the expense of the crew's life, in an attempt to harvest the Borg nanoprobes from Seven of Nine's body.



► **The holographic Barclay** maintains contact with the Ferengi who manipulate his actions, in order to alert them of his progress.

► **The holographic replica of Reginald Barclay** quickly ingratiates himself with the crew of the starship **VOYAGER**.



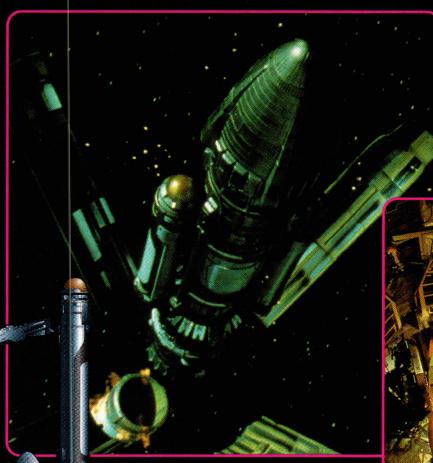
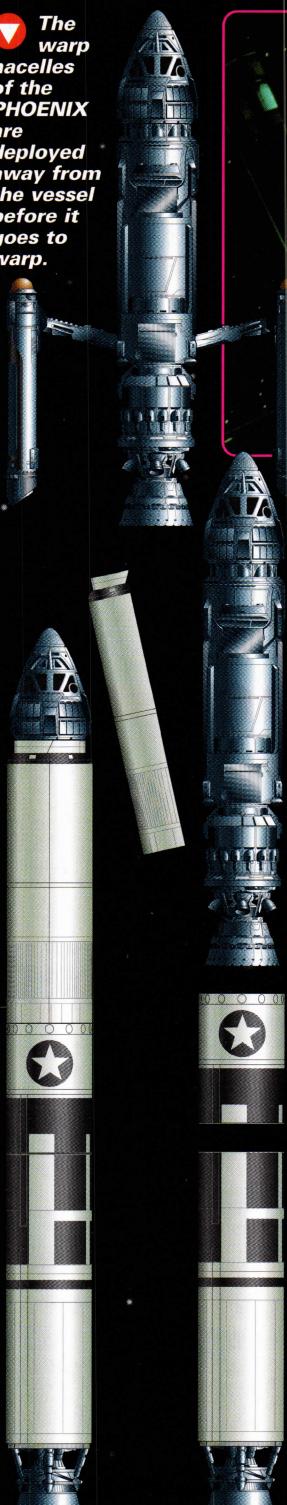
FILE 79 STAR TREK: FIRST CONTACT

STAR TREK: FIRST CONTACT Index

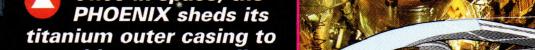
Part 2 The legendary **Zefram Cochrane** finds that his efforts to launch Earth's first warp ship, the **Phoenix**, bring him to the attentions of the 24th-century **Borg**, who will stop at nothing to prevent the historic **First Contact** between humanity and the crew of a passing **Vulcan** survey vessel.

THE PHOENIX

► The warp nacelles of the **PHOENIX** are deployed away from the vessel before it goes to warp.



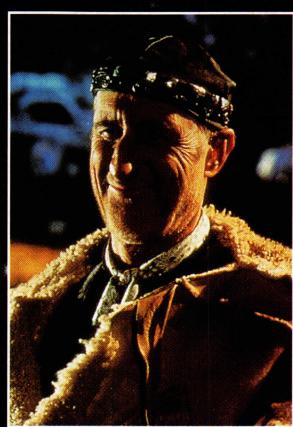
► Once in space, the **PHOENIX** sheds its titanium outer casing to reveal its warp nacelles.



► The **PHOENIX** is constructed using an old Titan nuclear missile left over from the Third World War.



Lily Sloane
File 44 Card 12A



Zefram Cochrane
File 44 Card 12



The **PHOENIX**: Cockpit
File 33 Card 3A



► Zefram Cochrane's first sight of the planet Earth from orbit leaves the inventor momentarily speechless.

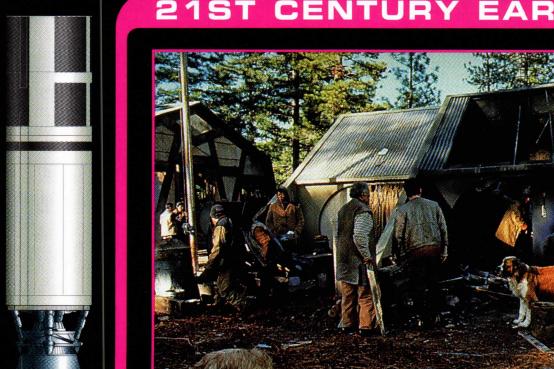
► Cochrane is joined on his historic warp flight by Commander William Riker and Lt. Commander Geordi La Forge from the U.S.S. **ENTERPRISE** NCC-1701-E

21ST CENTURY EARTH

► Earth is slowly beginning to recover from the devastation of the Third World War by 2063.

► Small settlements are found throughout the United States as civilization begins anew.

21st Century Earth: Post WWIII
File 7 Card 3C



STAR TREK: FIRST CONTACT Index Part 2



THE BORG QUEEN



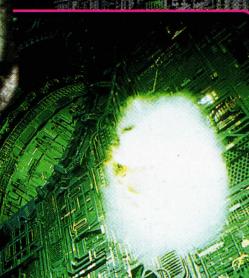
The Borg Queen
File 52 Card 3

THE BORG CUBE AND BORG SPHERE



The BORG SPHERE is launched from the BORG CUBE as the larger ship is destroyed by a Federation task force.

The BORG CUBE involved in the invasion of 2373 successfully infiltrates Sector 001 before it is destroyed.



BORG SPHERE
File 38 Card 2

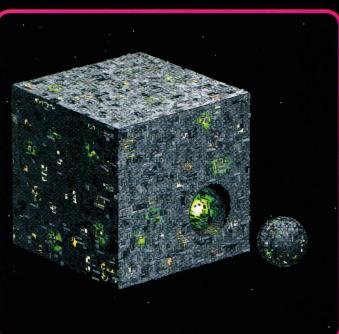
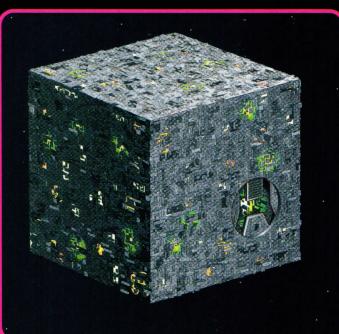
BORG SPHERE:
Launch Sequence
File 38 Card 2

The BORG SPHERE departs the BORG CUBE just moments before it explodes.



BORG CUBE
File 38 Card 1

LAUNCH SEQUENCE



THE T'PLANA HATH

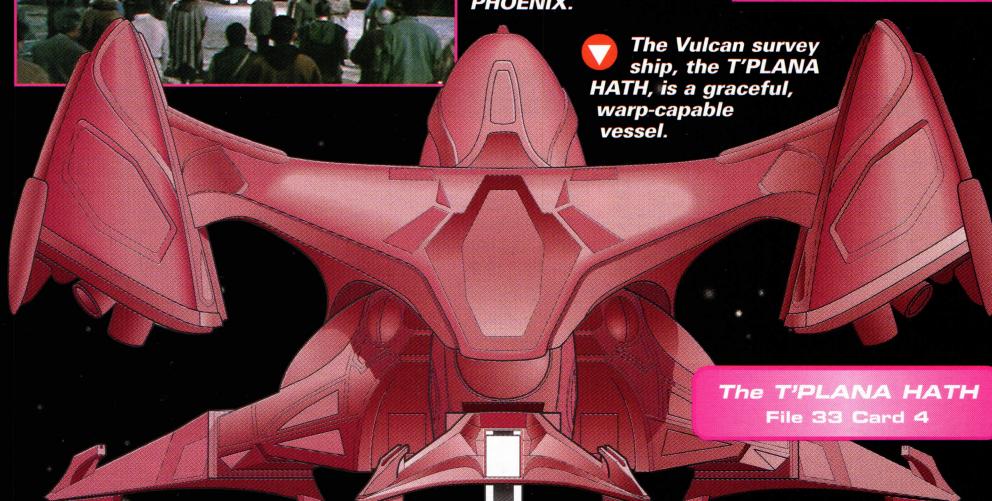


Crowds of fascinated humans gather around the T'PLANA HATH when it lands in Montana on April 5th, 2063.

The Vulcan crew of the T'PLANA HATH elect to initiate First Contact with humanity after they detect the warp signature of the PHOENIX.



First Contact between humans and Vulcans is sealed with a handshake, and the promise of a new future.



The T'PLANA HATH
File 33 Card 4

STAR TREK:
FIRST CONTACT FILES

SECTION 1: THE GUIDE TO THE STAR TREK GALAXY

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79 STAR TREK: FIRST CONTACT



P

update

P'Chan

Humanoid male who was born of **Dornar** and **Ansha**. P'Chan was assimilated by the **Borg** and served in **Seven of Nine's unimatrix**. After leaving the **Borg collective**, P'Chan reclaimed his birth name. (*Starship Log: 'Survival Instinct' [VOY]*) **SEE FILES 15, 52, 71**

pala

Brunali outdoor team sport. **lcheb** was on a team that won three games in a row during his brief family reunion in 2376. (*Starship Log: 'Child's Play' [VOY]*) **SEE FILES 18, 71**

Palace Theater

Holodeck simulation programmed by **Tom Paris** on the **U.S.S. Voyager NCC-74656**, based on a bricks and mortar theater erected in Chicago in 1932. The holodeck theater was equipped with 3-D projectors. (*Starship Log: 'Repression' [VOY]*) **SEE FILE 71**



Tom Paris's holodeck recreation of the Palace Theater was enjoyed by the crew of the U.S.S. VOYAGER NCC-74656 in 2377.

Palmers, Ensign

Member of **Odo's** night watch security force on **Deep Space Nine** in 2371. Palmer's transfer to the night watch was a matter worthy of report to **Kira Nerys**. (*Starship Log: 'Shakaar' [DS9]*) **SEE FILES 70**

paq'bath

Klingon holy document containing the **Eleventh Tome of Klavek**. The digitized version of the paq'bath gave **B'Elanna Torres** the information needed to understand her experiences aboard the mythical **Barge of the Dead** in 2376. (*Starship Log: 'Barge of the Dead' [VOY]*) **SEE FILES 11, 43, 71**

parra-crème sauce

Sweet dessert topping, noted as one of **Captain Kathryn Janeway's** favorites. During **Tuvok's** brief career as a pastry chef, he decorated a pistachio cake with parra-crème sauce using a **Ba'Neth** cloaking frequency motif. (*Starship Log: 'Riddles' [VOY]*) **SEE FILE 71**



Captain Ransom concealed the U.S.S. EQUINOX NCC-72381 in the upper atmosphere of a Delta Quadrant world in early 2375.

parthogenic atmosphere

Type of gas enveloping a planet that effectively blocks detailed sensor readings by **Federation** starships. **Captain Ransom** temporarily hid from the **U.S.S. Voyager NCC-74656** within the parthogenic atmosphere of a **Class-M** planet. (*Starship Log: 'Equinox', Part II [VOY]*) **SEE FILES 31, 43, 71**

Pat, Aunt

Female resident of **Portage Creek**, Indiana, in the year 2000. Pat invited her nephew, **Jason Janeway**, to spend New Year's eve with her. (*Starship Log: '11:59' [VOY]*) **SEE FILE 71**

Pathfinder Project

Umbrella name for **Commander Peter Harkins's MIDAS Array** efforts. **Reginald Barclay**, a key engineer at the **Pathfinder Project Research Lab** in 2376, used the lab's assets to communicate with the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Pathfinder' [VOY]*) **SEE FILES 19, 71**

penal box

A 1.5 meter square metal box used as a temporary prison cell. **Alixus** used this type of box, out in the sun, to punish those in her colony who broke the rules. (*Starship Log: 'Paradise' [DS9]*) **SEE FILES 18, 70**



Commander Benjamin Sisko was held in the penal box when he visited Alixus's colony in 2370.

P'Chan
pala
Palace Theater
Palmers, Ensign
paq'bath
parra-crème sauce
parthogenic atmosphere

Pat, Aunt
Pathfinder Project
penal box

Pendari

Penk

Penno

Pensarkan

phase inverter

Phlox

photolitic converter

photonic field generator

photonic fleas

photonic insurgent

Pinochle, Cardassian

Planet 1865A

Polonians

poma

Ponea

Portage Creek

pot roast

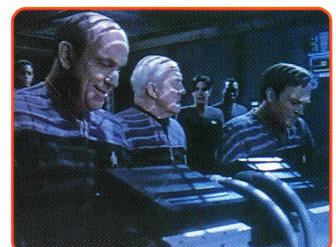
probe, class-five

Project Voyager

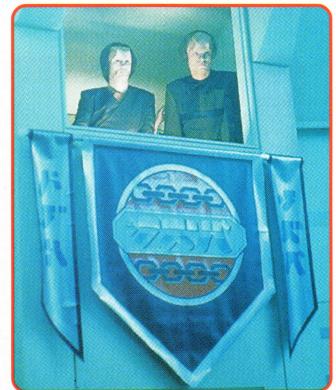
Protector

pulse emitters

Pyong Ko



The Pathfinder project was successful in initiating contact with the U.S.S. VOYAGER NCC-74656 in the distant Delta Quadrant.



Penk was responsible for arranging the violent Tsunkatse bouts in which Seven of Nine became a forced combatant in 2376.

Pendari

Delta Quadrant nationality that relies on **Tsunkatse** revenues to fill the planetary treasury. Pendari fighters are notorious for their disposition, might, and dislike for the **Borg**. (*Starship Log: 'Tsunkatse' [VOY]*) **SEE FILE 71**

Penk

Tsunkatse organizer, manager, and broadcaster who uses his powerful ship to kidnap unwilling fighters and produce death matches for the entertainment of others. (*Starship Log: 'Tsunkatse' [VOY]*) **SEE FILES 40, 58, 71**

Penno

Photometric character in the **Vori Larhana Settlement** simulation. Penno was **Karya's** kindly grandfather. In 2374, **Commander Chakotay**, who was unaware that Penno was not flesh and blood, was outraged by his mistreatment. (*Starship Log: 'Nemesis' [VOY]*) **SEE FILES 18, 71**



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

BRIEFING:

INCIDENTS OF MAJOR DAMAGE

The flagship status of the *U.S.S. Enterprise NCC-1701-D* means that it is placed in the thick of many dangerous battles and encounters, during which time it has sustained heavy, and even critical damage.

The *Galaxy*-class *U.S.S. Enterprise NCC-1701-D* is the pride of **Starfleet** when it is launched in 2363. It is a powerful vessel, well-equipped to tackle the myriad dangers inherent in Galactic exploration. It nevertheless has to undergo several major repairs during its eight years spent traversing space.

The *Enterprise* sustains its greatest damage during confrontations with the **Federation**'s most powerful nemesis, the **Borg**. The first is in 2365, when the superbeing **Q** plunges the starship into a lethal **First Contact** with the Borg at **System J25**; the second takes place 18 months later, when a **Borg cube** invades Federation space intent on assimilating humanity. The *Enterprise* is hopelessly outgunned in both cases.

Battling the Borg

The Borg follow a pattern in each confrontation that involves locking a **tractor beam** onto the *Enterprise* and draining the shields. They then use a precision cutting beam to slice cleanly into the hull.

In 2365, they extract a circular 'plug' from the



The impact of two quantum filaments leaves even the most essential systems aboard the ENTERPRISE inoperable, stranding the crew throughout the vessel.



Counselor Deanna Troi finds herself in command of the ENTERPRISE after it is struck by two quantum filaments, and is left adrift in space.

saucer section, comprising Sections 27, 28, and 29 on Decks 4, 5, and 6, killing 18 crew members in the process. The hull's integrity is only maintained by emergency forcefields. This serious damage is only able to be repaired at **Starbase 83** when **Q** returns the *Enterprise* to the **Alpha Quadrant** in the nick of time.

Similar catastrophic destruction takes place during the 2366 incursion. The Borg cutting beam drills a hole in the **stardrive section**, forcing the evacuation of Main Engineering, and causing the deaths of 11 crew members; another 18 remain unaccounted for.

This time the damage must be contained and repaired on the run, however, as the *Enterprise* remains in the front line. Teams are put to work sealing the breach, and major repair efforts continue through the night while the starship hides in the **Paulson Nebula**.

A later, unsuccessful attempt to fire a targeted energy beam through the *Enterprise*'s deflector dish knocks out the entire deflector array. This has to be repaired swiftly to allow even basic flight. Further makeshift work is done on the warp reactor core, and the rear shield generators. The litany of repairs are completed in an amazing effort, and the *Enterprise* is able to pursue the **Borg cube**.

Last stand at Sector 001

The saucer section sustains yet more damage when it is separated from the stardrive as part of a diversionary attack, and the reintegrated ship faces the *cube* one final time at **Sector 001**. The Borg deploy their cutting beam once again, slicing into Decks 23, 24, and 25 of the secondary hull, before they are finally destroyed.

The toll on the *Enterprise* from these life-or-death battles is so great that the ship must spend six weeks being overhauled and refitted at **Earth Station McKinley**. A faulty articulation frame installed on the warp core during this time leads to an explosion some nine months later that leaves Main Engineering inaccessible for three days.

Battle is not always the cause of major damage to the *Enterprise*. In 2368, the ship strikes two **quantum filaments** in quick succession, and the hull is momentarily charged, as if in contact with a live current. This causes a hull breach that leads the main computer to automatically instigate isolation protocol, and seal the emergency bulkheads.

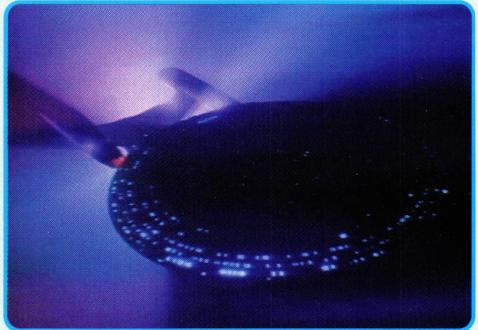
The havoc caused by the filaments is severe. Primary life support is lost, and warp and impulse engines go offline. The main computer goes down, along with outside and intraship communications. The **turbolift** system is



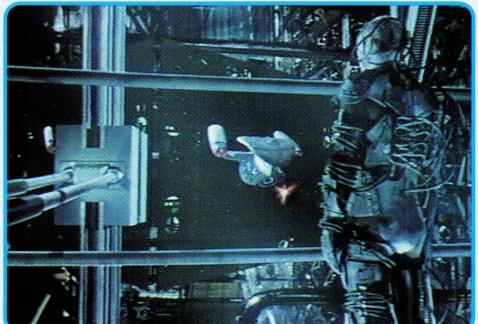
The U.S.S. ENTERPRISE NCC-1701-D is hopelessly outclassed during its initial encounter with a BORG CUBE in System J-25 in the Delta Quadrant.



The Borg use a precise cutting beam to extract a sample of the ENTERPRISE's hull for analysis in order to determine whether it is worthy of assimilation.



The ENTERPRISE suffers considerable damage during the Borg invasion of 2366. The vessel retreats into the Paulson Nebula in an effort to effect repairs.



The strategic skills of the assimilated Captain Jean-Luc Picard allow the Borg to use considerable force against the already heavily damaged ENTERPRISE.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D

disrupted, and a plasma fire rages in one of the cargo bays. Casualties in the accident are high, with a large number of crew members injured.

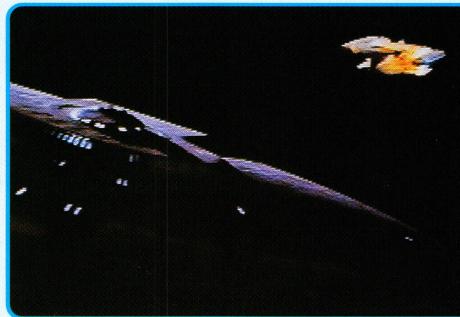
The quantum resonance of the filaments also causes a polarity shift in the antimatter containment field, which threatened to unleash a warp core breach. Fortunately the senior officers, working from different locations throughout the vessel, manage to restore the systems, and the *Enterprise* later travels to *Starbase 67* to undergo major repairs.

Final mission

The great ship and its crew make their last stand at *Veridian III* in 2371, where the **El-Aurian** scientist **Dr. Tolian Soran** takes time out from his insane scheme to modify **Lt. Commander Geordi La Forge's VISOR** to act as a transmitter. This gives his **Klingon** cohorts, **Lursa** and **B'Etor**, the means to identify the *Enterprise*'s shield modulation. They adapt their torpedo frequency to match, and launch an unprovoked attack on the Starfleet vessel.

The initial barrage causes untold damage. The first torpedo passes through the shields and rips a chunk out of the forward stardrive section, with a second striking just above this. Hull breaches are opened on Decks 31 to 35. The only choice left to **Commander William Riker** is to leave orbit, but the retreating ship's aft presents a clear target to the **Klingon Bird-of-Prey**. The port warp nacelle is struck, and the bridge sustains heavy damage, with a massive explosion ripping through the rear science stations that injures several bridge officers.

Main Engineering is also severely hit. The only option for La Forge is to keep patching major damage as it occurs using stabilizers, and rerouting power through secondary couplings. Unfortunately, the final volley unleashed before the *Enterprise* crew manage to destroy the *Bird-of-Prey* ruptures the warp core magnetic interlocks. A subsequent coolant



▲ The stardrive section of the **ENTERPRISE** is consumed by a warp core breach in 2371; the saucer section narrowly escapes the fierce explosion.



▲ The attack conducted by the **Duras** sisters causes malfunctions to many of the **ENTERPRISE**'s systems. A number of crew members are injured in the devastation.

leak effectively precludes any attempts at repair, and the Federation flagship is pronounced five minutes away from a warp core breach.

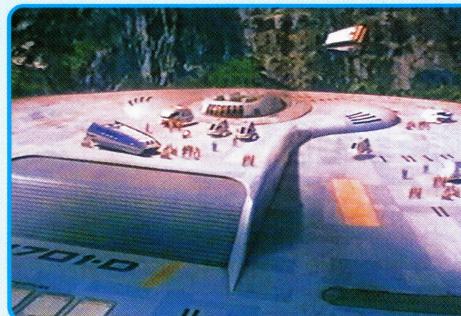
The crew, civilians, and a multitude of wounded are evacuated to the saucer section – no easy task in under five minutes – which then separates from the secondary hull. The escaping saucer is caught in the blast when the stardrive section explodes, however; primary stabilizers go offline, and the saucer plummets into the atmosphere of Veridian III.

Auxiliary power is rerouted to the lateral thrusters to level the ship's descent, and the saucer planes along the surface after the initial jarring strike. It cuts a swathe through the Veridian forests, carried along by its momentum, before finally coming to rest with an enormous jolt of inertia.

Amazingly, casualties are light, but the great vessel cannot be salvaged. The sad end of the *U.S.S. Enterprise NCC-1701-D* proves as spectacular as the death of any Titan.



▲ Geordi La Forge is the last crew member to leave Main Engineering aboard the **ENTERPRISE** after the unprovoked attack mounted by the **Duras** sisters in 2371.



▲ The **ENTERPRISE** saucer section comes to a rest on *Veridian III*. The vessel has been designed for such an eventuality, but few thought it would ever happen.

MANY DEATHS OF THE ENTERPRISE

Unreal damage

The *Enterprise* is heavily damaged and destroyed in numerous alternate timelines. The starboard warp nacelle sustains a direct impact during a collision with the *U.S.S. Bozeman NCC-1941* in 2368, and the ship begins to vent drive plasma. Inertial dampeners fail and attitude control is lost. The warp core ejection systems go offline, and a core breach destroys the ship. Fortunately, the *Enterprise* is snared in a time loop that returns it to some hours before the impact.

The *Enterprise* is also destroyed in an alternate time line created by the arrival of the *U.S.S. Enterprise NCC-1701-C* through a spatial rift in 2366. The ship takes the brunt of a Klingon attack to allow the correct path of history to be restored. Heavy casualties are taken in the stardrive section; Main Engineering must be abandoned, and the navigational sensor array is rendered inoperative. The bridge catches fire, and the warp core goes critical after containment generator 3 is damaged.



▲ The **U.S.S. BOZEMAN NCC-1941** impacts against the starboard nacelle of the **ENTERPRISE** in 2368.

▶ The contact between the two starships results in a catastrophic systems failure that destroys the **ENTERPRISE**.



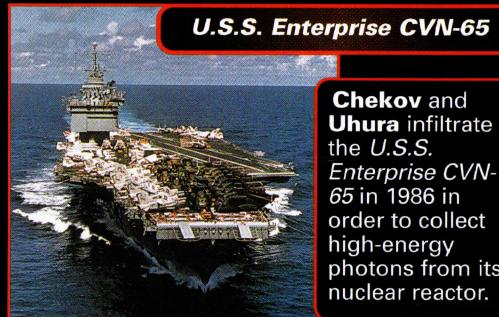
◀ An alternate reality sees the **ENTERPRISE** engaged in a no-win situation against a number of **Klingon** vessels in 2366.

▶ This reality is home to a more militaristic Starfleet; it is not enough to save the **ENTERPRISE**, however.



The Guide to the STAR TREK Galaxy

THE ENTERPRISE INDEX



U.S.S. Enterprise CVN-65

Chekov and Uhura infiltrate the U.S.S. Enterprise CVN-65 in 1986 in order to collect high-energy photons from its nuclear reactor.



Space Shuttle Enterprise OV-101

The first of NASA's Space Shuttles is called the *Enterprise* OV-101. It is unveiled in California in 1976.

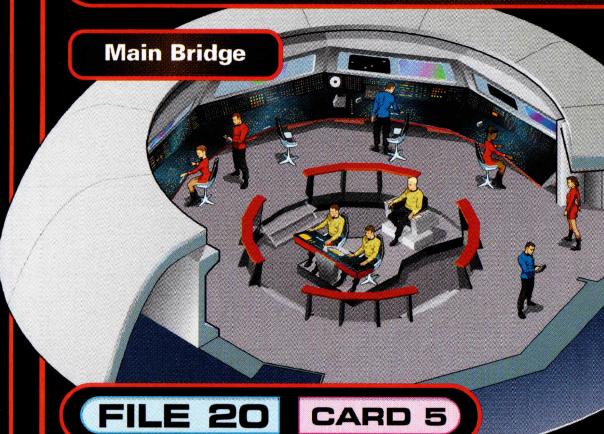


Nautical Frigate Enterprise

The crew of the U.S.S. *Enterprise* NCC-1701-D use a holodeck-created sailing ship named *Enterprise* in shipboard promotion ceremonies.

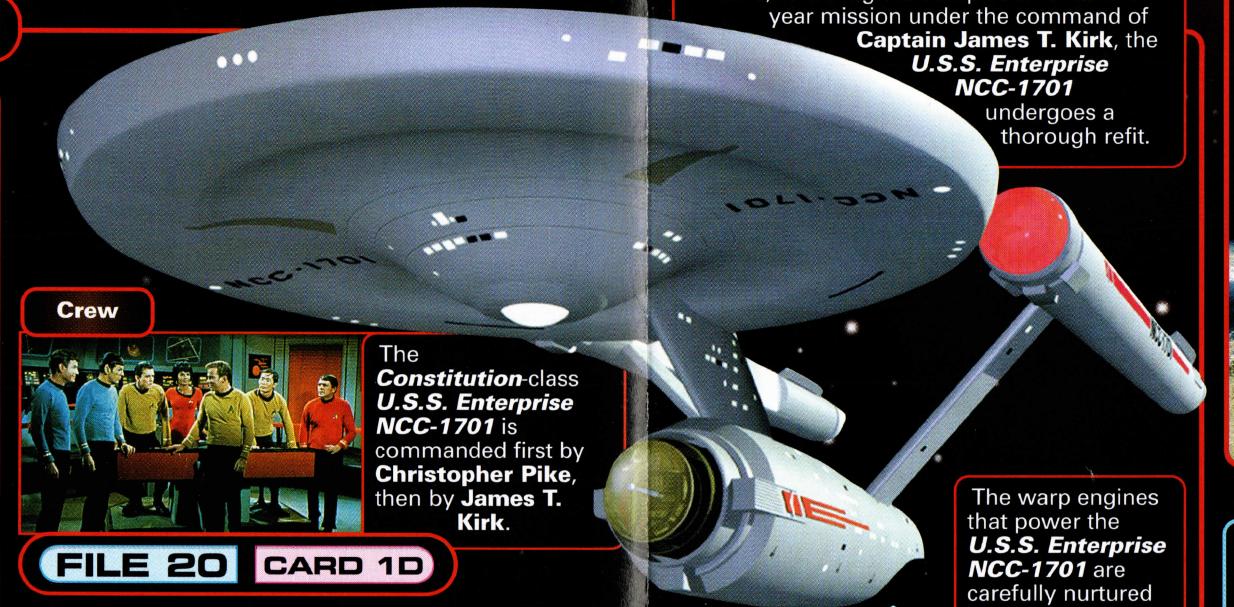
U.S.S. ENTERPRISE NCC-1701

Main Bridge



FILE 20 CARD 5

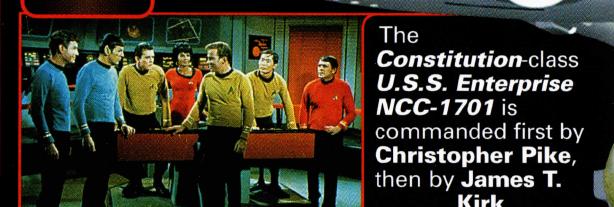
The bridge of the U.S.S. *Enterprise* NCC-1701 features an array of different stations in order to maintain the smooth running of the starship. The captain's chair is located in the center of the bridge, providing him with easy access to the various stations.



FILE 21 CARD 1

In 2270, following the completion of its five year mission under the command of Captain James T. Kirk, the U.S.S. *Enterprise* NCC-1701 undergoes a thorough refit.

Crew



The *Constitution*-class U.S.S. *Enterprise* NCC-1701 is commanded first by Christopher Pike, then by James T. Kirk.

FILE 20 CARD 1D



Main Engineering



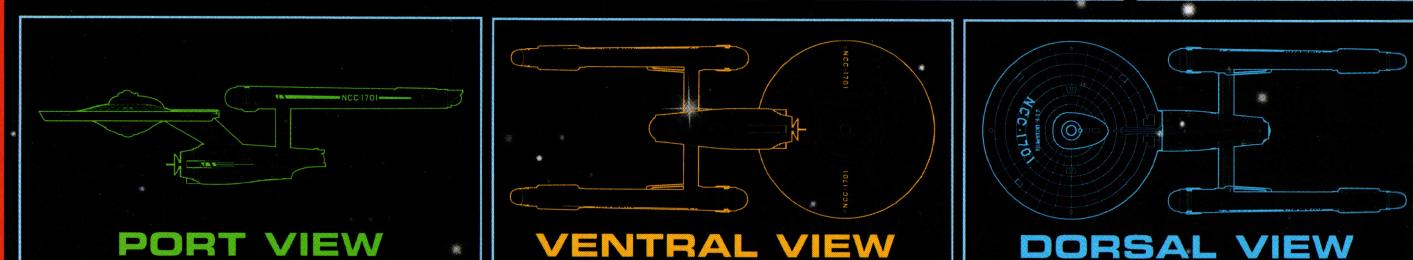
FILE 20 CARD 3



I.S.S. Enterprise NCC-1701

The I.S.S. *Enterprise* NCC-1701 is commanded by Captain James T. Kirk in the brutal mirror universe.

FILE 41 CARD 1



PORT VIEW

VENTRAL VIEW

DORSAL VIEW

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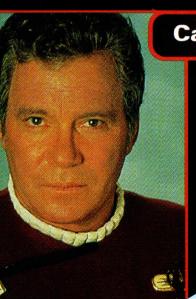
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U.S.S. ENTERPRISE NCC-1701-A



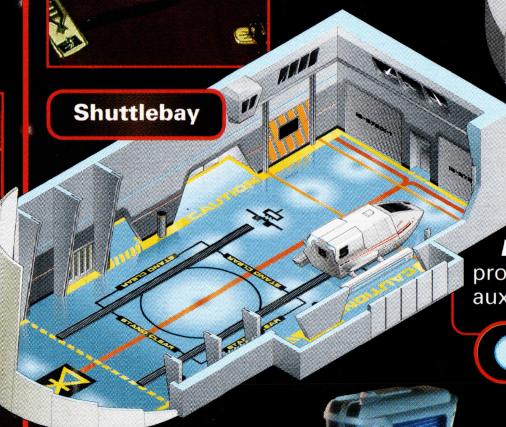
Captain Kirk

Main Bridge

The bridge of the U.S.S. *Enterprise* NCC-1701-A features banks of monitors around its perimeter.

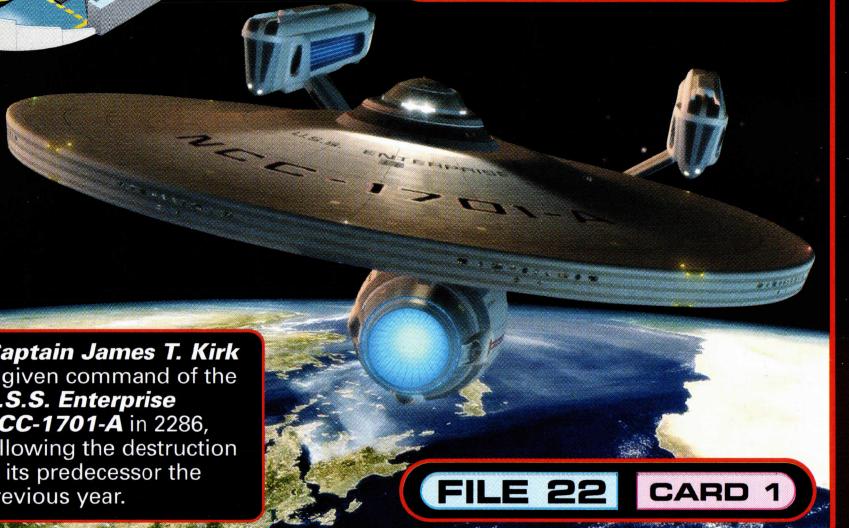


FILE 22 CARD 3



The shuttlebay aboard the U.S.S. *Enterprise* NCC-1701-A makes provision for the latest Starfleet auxiliary vessels.

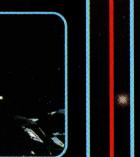
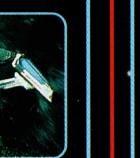
FILE 22 CARD 6



Captain James T. Kirk is given command of the U.S.S. *Enterprise* NCC-1701-A in 2286, following the destruction of its predecessor the previous year.

FILE 22 CARD 1

THE STARSHIP ENTERPRISE: KEY EPISODES

'The Cage'
FILE 67 CARD 1'Where No Man Has Gone Before'
FILE 68 CARD 1'Encounter at Farpoint'
FILE 69 CARD 1'Yesterday's Enterprise'
FILE 69 CARD 62STAR TREK: The Motion Picture
FILE 72STAR TREK IV: The Voyage Home
FILE 75STAR TREK Generations
FILE 78STAR TREK: First Contact
FILE 79

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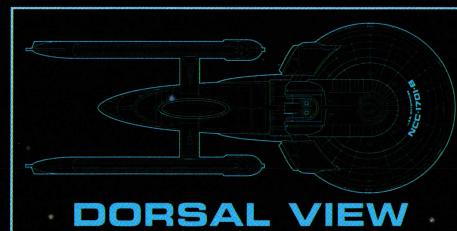
FILE 1 CARD 89

U.S.S. ENTERPRISE NCC-1701-B



Main Bridge

The bridge of the **U.S.S. Enterprise NCC-1701-B** retains the basic design of its predecessor, but utilizes advanced touch-sensitive controls on many of the workstations.



DORSAL VIEW



STARBOARD VIEW

FILE 23 CARD 2



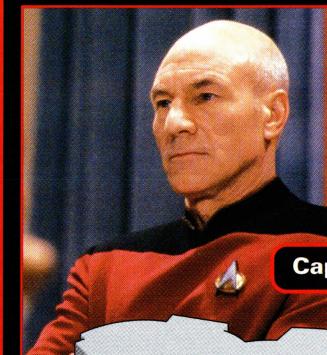
FILE 23 CARD 1



AFT VIEW

The **Excelsior**-class **U.S.S. Enterprise NCC-1701-B** is launched from Spacedock in 2294.

U.S.S. ENTERPRISE NCC-1701-D



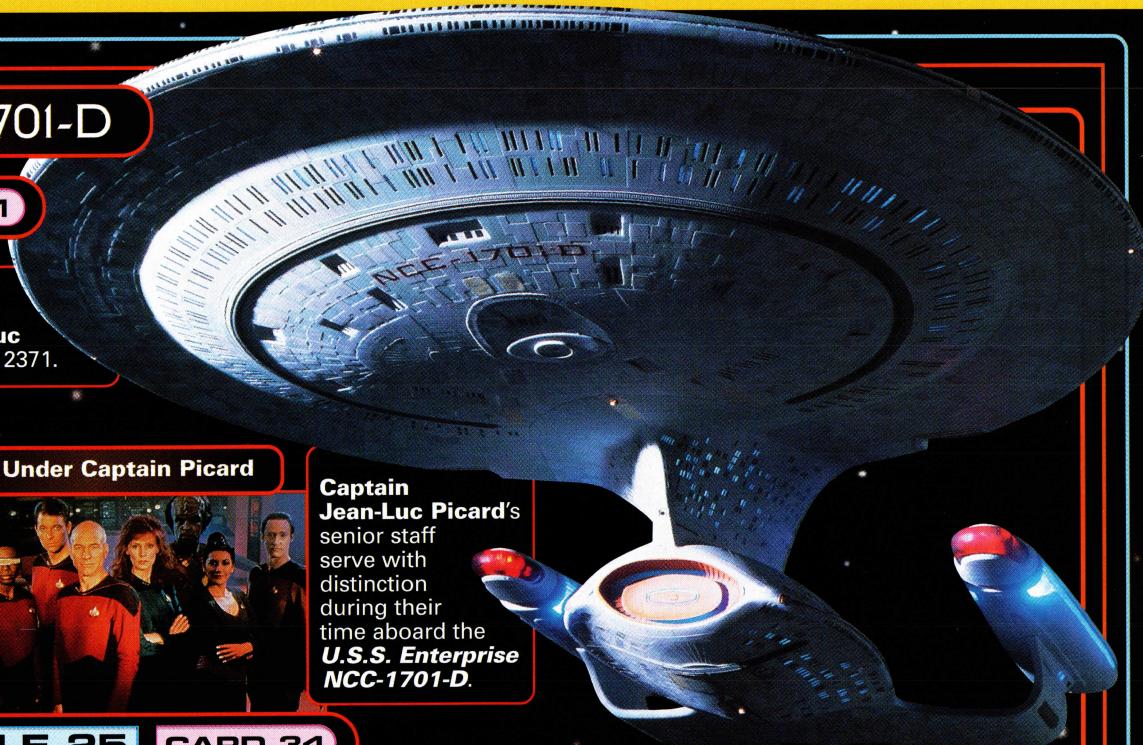
Captain Jean-Luc Picard

The **U.S.S. Enterprise NCC-1701-D** is launched in 2363 under the command of **Captain Jean-Luc Picard**. The vessel is destroyed in 2371.

The bridge of the **U.S.S. Enterprise NCC-1701-D** has a more relaxed, comfortable atmosphere than its predecessors.

Main Bridge

FILE 25 CARD 5



Captain Jean-Luc Picard's senior staff serve with distinction during their time aboard the **U.S.S. Enterprise NCC-1701-D**.

FILE 25 CARD 34



AFT VIEW

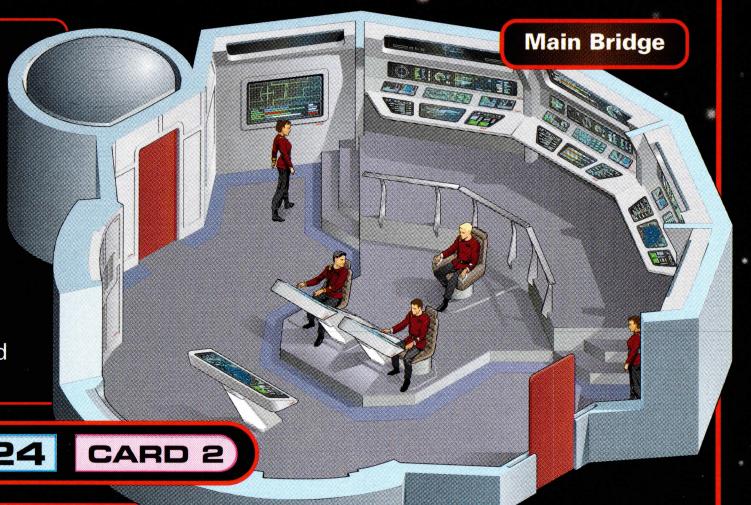


STARBOARD VIEW



FORE VIEW

U.S.S. ENTERPRISE NCC-1701-C



Main Bridge

The bridge of the **U.S.S. Enterprise NCC-1701-C** is far smaller than that of the **U.S.S. Enterprise NCC-1701-B**. Fewer staff are required to operate the workstations located around the bridge.

FILE 24 CARD 2



The **Ambassador**-class **U.S.S. Enterprise NCC-1701-C** is destroyed while defending a **Klingon** outpost on **Narendra III** in 2344. The vessel is commanded by **Captain Rachel Garrett**.

FILE 24 CARD 1

U.S.S. ENTERPRISE NCC-1701-E

Main Engineering



FILE 26 CARD 3

The sophisticated warp drive that provides power for the **U.S.S. Enterprise NCC-1701-E** is monitored from Main Engineering, under the watchful gaze of **Geordi La Forge**.



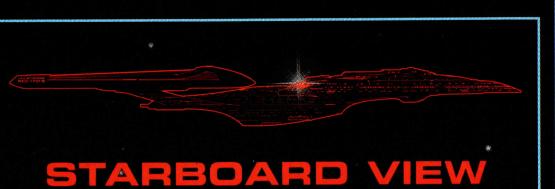
The **U.S.S. Enterprise NCC-1701-E** is the most advanced vessel to bear the legendary name. It enters service in 2372, under the command of **Captain Jean-Luc Picard**.



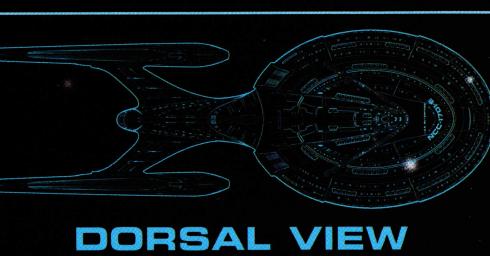
FILE 26 CARD 2



AFT VIEW



STARBOARD VIEW



DORSAL VIEW

SHIP:

U.S.S. VOYAGER NCC-74656

FACILITY:

CARGO BAY 2

LOCATION:

DECK 8

The arrival of several Borg drones aboard the *U.S.S. Voyager NCC-74656* leads to a number of revisions to Cargo Bay 2 as they adapt it to serve their needs. Many of these systems remain in place over the following years to accommodate Seven of Nine's unique physiology.

The *Intrepid*-class *U.S.S. Voyager NCC-74656* is the most sophisticated science and research vessel commissioned by **Starfleet** on its launch in 2371, and while its design is relatively small in relation to other Starfleet ships, its function dictates the necessity for a number of large cargo storage areas for use during its extended missions. *Voyager*'s forced relocation to the **Delta Quadrant** leads to a number of these areas being adapted in order to sustain the crew during periods of **replicator** rationing, with Cargo Bay 2 on Deck 8 converted into a hydroponics garden.

The cargo bay continues in this function for over a year, until the vessel encounters **Species 8472**, and forms an uneasy alliance with the **Borg collective** at the end of 2373. At the beginning of 2374, the **Borg Cube** on which **Lt. Commander Tuvok** and **Captain Kathryn Janeway** are working with **Seven of Nine** on a defense against Species 8472 is destroyed, and the away team are beamed into Cargo Bay 2, along with Seven of Nine and several other drones. The transportation of the surrounding section of the **Borg Cube** is fortuitous in that it saves the lives of the captain and chief of security, but it also gives the Borg a foothold aboard *Voyager* that ultimately proves problematic.



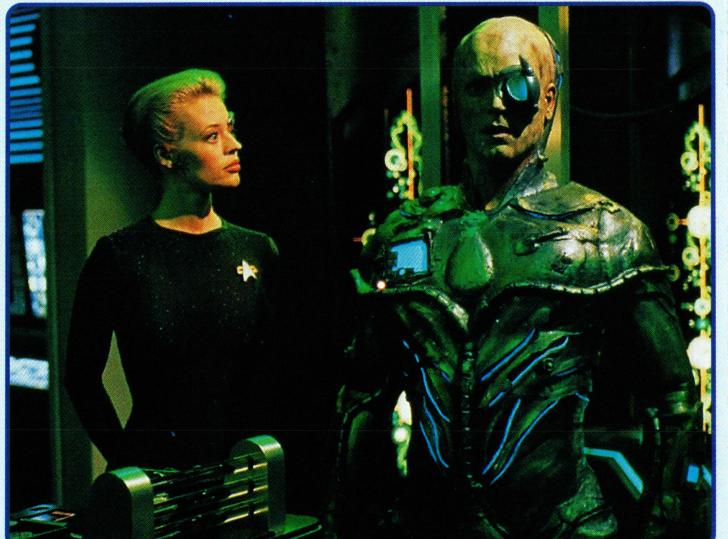
The cargo bay is accessed via a large pair of sliding doors. Personnel entering the bay are then confronted by large racks holding storage containers.



An intricate Borg interface panel is positioned next to the regeneration alcoves. This unit is able to interact effortlessly with the ship's LCARS systems.



A freestanding Starfleet console is positioned opposite the regeneration alcoves. This can be used to provide an inventory of the cargo bay's contents.



The presence of the highly advanced Borg drone One brings a fresh importance to the Borg systems within Cargo Bay 2; information is downloaded into Borg data nodes from the cargo bay, ready for One to assimilate.

Previous to its assimilation by the Borg, Cargo Bay 2 is a single level storage facility linked to Deck 8's main corridor via a set of automatic double doors that are capable of protecting the rest of the vessel when the cargo bay is depressurized. Following an attempt by the Borg to assimilate *Voyager* from Cargo Bay 2, a set of large double doors built into the outer hull of the Deck are opened, and the majority of the drones are flushed into space; only Seven of Nine survives the procedure, due to her infiltration of the low level **Jefferies Tube** built into the interior bulkhead of the cargo bay.

Home to the Borg

Once Seven of Nine's continued presence aboard *Voyager* is decided upon by Captain Janeway, the majority of the Borg equipment beamed into the cargo bay is removed over a period of two weeks, although the improvements they make to secondary power couplings on Deck 8 are retained as the efficiency is found to be increased.

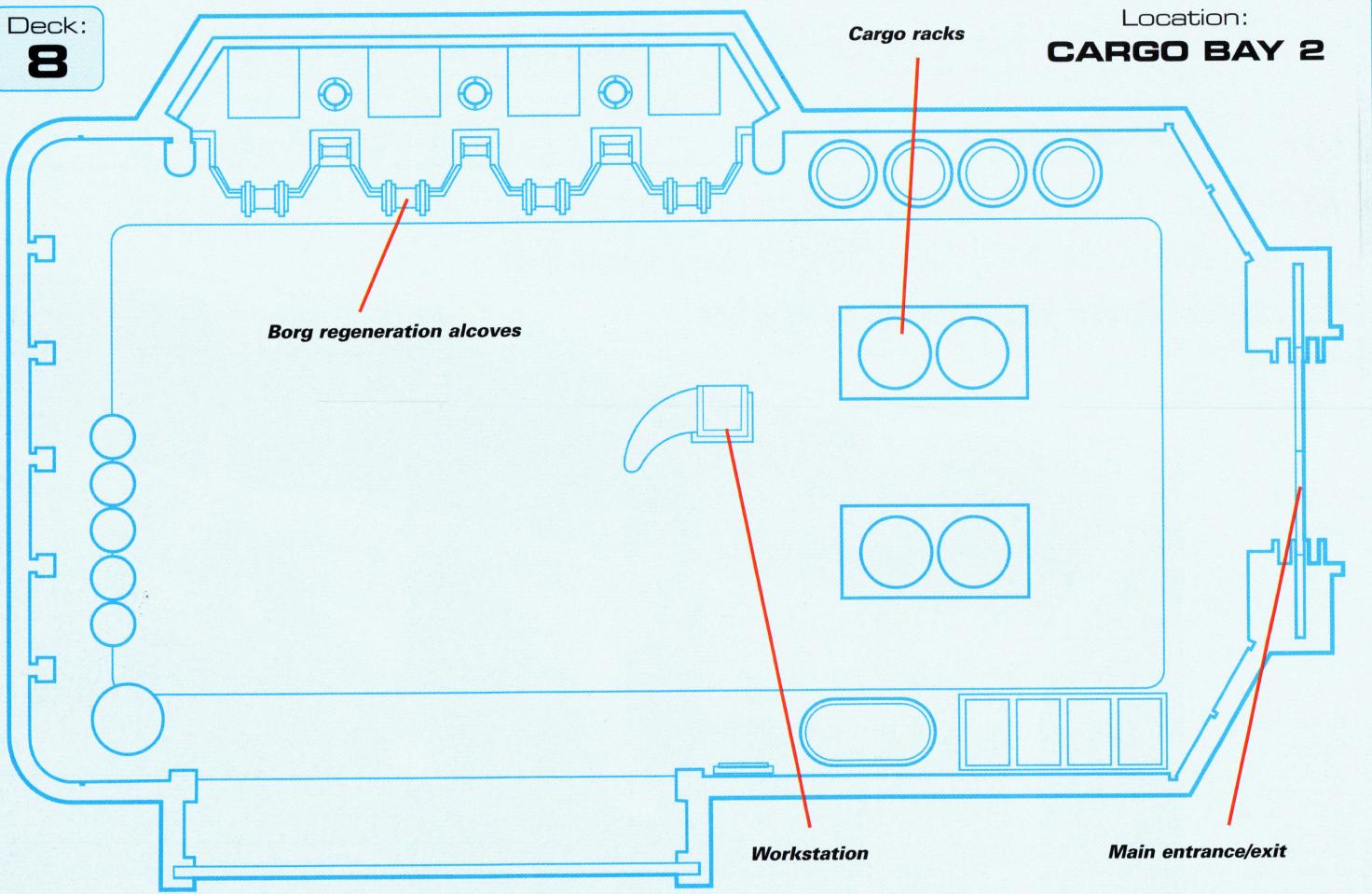
Cargo Bay 2 is officially designated as Seven's quarters after **Stardate 51003.7**, with the majority of the equipment removed before Stardate **51082.4**. In order for Seven to survive aboard *Voyager*, one section of the

running from the floor to the ceiling. Some of the bulkhead plates are drilled and reinforced, particularly around the main entrance hatch, while others feature a series of narrow ridges running vertically upward.

Sparingly furnished

The deck is smooth, allowing cargo to be moved with ease for storage or transportation to other parts of the ship, and there has been no attempt to cover the area with material for extra comfort. Lighting is at a relatively low level, and is supplied by a series of suspended lights built into the storage racking to the rear of the bay, as well as panels built into the high ceiling.

Cargo Bay 2 does not require extensive control interfaces as its primary function is one of storage; however, there are two illuminated touch-sensitive panels located to



the left and right of the main entrance hatch. Manual controls to the doors and the bay's environmental controls are built into these units, but if the panel is inoperative it is possible to release the doors manually via controls set into a small floor hatch in the left corner of the room, as seen from the doorway. A hinged panel can be opened to expose a series of illuminated conduits and controls, and allows the double doors to be partially released. Apart from the panel covering the entrance to the floor-level Jefferies Tube, the only other controls within Seven's cargo bay are those built into the curved Borg control panels and alcoves, and the single workstation supplied to Seven for her own duties.

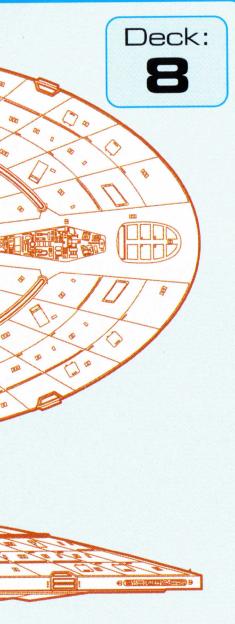
Computer interface

This workstation is positioned so that it faces the main doors directly in front of Seven's alcove. It is constructed from a dark gray material, and features a curved waist-height section to the left, and a large protruding monitor to the right. The curved section contains two small rectangular data displays and two banks of touch-sensitive Starfleet interface controls, allowing Seven to reconfigure the

workstation for a number of functions. No provision is made for seating at this console, leaving personnel to stand during their operation of the unit.

Located directly behind the workstation are two tiers of storage racks that house a varying amount

of items. Smaller barrels and stand-alone cases are often stacked along the left side wall, but any larger containers are held within these racks. Standard rectangular Starfleet containers can be stacked on top of each other within the racks, with at least one wall featuring a narrow



Location: CARGO BAY 2

**Pensarkan**

Delta Quadrant race. **Tuvok** was originally scheduled for a **Red Match** fight with a Pensarkan in the **Tsunkatse** ring, until **Seven of Nine** intervened. The Pensarkan was subsequently pitted against a **Bendali**. (*Starship Log: 'Tsunkatse'* [VOY]) **SEE FILE 71**

phase inverter

Component of a starship's power regulation system. **Irina**'s ship was thought to have been sabotaged during the **Antarian Trans-stellar Rally** when a faulty phase inverter was found interfacing with the **shield generator**. (*Starship Log: 'Drive'* [VOY])

SEE FILES 40, 71

Phlox

Name of a male **Hierarchy** starship crew member patrolling the **Delta Quadrant** in 2376. Phlox used a **micro-tunneling sensor** to eavesdrop on what he thought were activities aboard the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Tinker Tenor Doctor Spy'* [VOY])

SEE FILES 18, 71

photolic converter

Deputy Investigator Naroq's invention that **Seven of Nine** integrated into the **U.S.S. Voyager NCC-74656**'s **deflector array** to cloak the **Ba'Neth**. **Captain Kathryn Janeway** exchanged details of this technology for information that restored **Tuvok**'s memories. (*Starship Log: 'Riddles'* [VOY]) **SEE FILE 71**

photonic field generator

Powerful **holoemitter** designed by the renegade hologram **Kejal**, with **B'Elanna Torres**'s help. The photonic field generator was key to **Iden**'s vision of creating a home planet for his photonic comrades. (*Starship Log: 'Flesh and Blood', Part I* [VOY]) **SEE FILE 71**

photonic fleas

Insects who thrive on plasma particles. Photonic flea larvae came aboard the **U.S.S. Voyager NCC-74656** in an amber spice jar in 2376, and were soon disrupting the power grid by feeding on plasma particles. (*Starship Log: 'The Voyager Conspiracy'* [VOY])

SEE FILE 71

photonic insurgent

Lokirrim holographic beings who rebelled against their creators in a push for basic rights. Photonic insurgents are considered outlaws, and their programs deleted whenever detected. (*Starship Log: 'Body and Soul'* [VOY]) **SEE FILES 18, 71**

Pinochle, Cardassian

This **Cardassian** game is played using a deck of cards. **Tuvok** sarcastically suggested that he and **Lon Suder** should play Cardassian Pinochle once a week. (*Starship Log: 'Meld'* [VOY]) **SEE FILE 71**

**Planet 1865A**

Swampy, uninhabited, **Class-M** planet located in the **Delta Quadrant**. A **Borg Sphere** crewed by **Seven of Nine** and her original **unimatrix** team crashed here in approximately 2368, where the drones were temporarily severed from the **Borg collective**. (*Starship Log: 'Survival Instinct'* [VOY]) **SEE FILES 43, 71**

Seven of Nine fought to regain control of her fellow unimatrix members after they attempted to go their own way on Planet 1865A.

Polonians

Delta Quadrant species who joined **Dala**'s false **Federation** seeking weaponry and support against their enemies. The Polonians were surprised when their foes also claimed a Federation alliance. (*Starship Log: 'Live Fast and Prosper'* [VOY]) **SEE FILE 71**

poma

Brunali main course. Poma was young **lcheb**'s favorite food. **Yifay** used **Neelix**'s kitchen to fix poma for lcheb during an attempt to get reacquainted with her son aboard the **U.S.S. Voyager NCC-74656** in 2376. (*Starship Log: 'Child's Play'* [VOY]) **SEE FILES 18, 71**

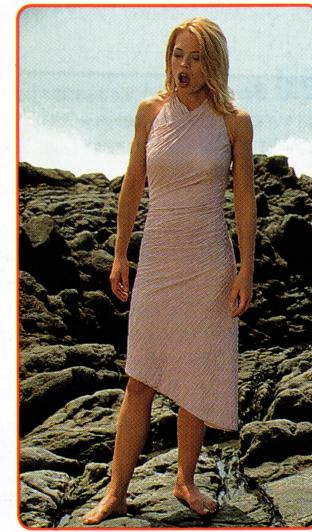
Ponea

Friendly, party-prone **Delta Quadrant** civilization. The Ponea gifted **Captain Ransom** with a synaptic stimulator, a **neural interface** that displays alien images directly into the user's visual cortex. (*Starship Log: 'Equinox', Part II* [VOY]) **SEE FILE 71**

Captain Ransom began seeing images of Seven of Nine when using a Ponean synaptic stimulator.

Portage Creek

Small town in the state of Indiana, North America. **Henry Janeway**'s business, **Alexandria Books**, was threatened by plans to build the **Millennium Gate** in Portage Creek in the year 2000. (*Starship Log: '11:59'* [VOY]) **SEE FILES 44, 71**

**pot roast**

Ancient Earth dish; a slow-cooked inexpensive cut of meat. **Neelix**, **Captain Kathryn Janeway**, and **Tom Paris** accidentally incinerated, vaporized, and liquefied pot roasts, respectively, using temperamental **U.S.S. Voyager NCC-74656** food preparation systems. (*Starship Log: 'The 37's'* [VOY]) **SEE FILE 71**

probe, class-five

Torpedo casing carrying sensory instruments that extend the information-gathering capabilities of a ship such as the **U.S.S. Voyager NCC-74656**. Class-five probes have many purposes, including studying anomalies, and scanning for **transwarp** signatures. (*Starship Log: 'Bliss'* [VOY]) **SEE FILES 29, 71**

Project Voyager

Starfleet venture created by **Admiral Paris** after **Reginald Barclay** secretly used equipment from the **Pathfinder Project** to communicate with the **U.S.S. Voyager NCC-74656** in the **Delta Quadrant**. (*Starship Log: 'Pathfinder'* [VOY]) **SEE FILE 71**

Protector

Title given to a primitive city-state chief on the time-differential planet. One of the planet's Protectors attempted to send a message in a balloon to the Protector believed to be residing in the **Sky Ship**. (*Starship Log: 'Blink of an Eye'* [VOY]) **SEE FILES 18, 71**

pulse emitters

Starfleet phaser rifle component. Pulse emitters modulate the power generated by the phaser rifle. Adjusting the pulse emitters to closely match target shield harmonics boosts penetrating power. (*Starship Log: Star Trek: First Contact*) **SEE FILES 60, 79**

Pyong Ko

21st-century surgeon whose genetic studies resulted in a cure for cancer and a new era in Earth medicine. The **U.S.S. Voyager NCC-74656**'s **EMH** briefly adopted Pyong Ko's name as his own. (*Starship Log: 'Fury'* [VOY]) **SEE FILES 43, 71**